Hunter McCluer

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Professional Experience

Model Maker

Ball Aerospace / BAE Systems / NASA

2023 - Present

- Design and fabrication of scale model spacecraft and flight hardware.
- Development and fabrication analogue flight hardware for testing purposes.
- Led front-end design and development of an inventory tracking system for models and materials.
- Created and managed production of event/outreach products.
- Fabricated and delivered approximately 1,000 units across various product lines for internal and external customers.

Industrial Designer / Founder

HM Research + Development

2018 - Present

- Developed the lightest and most compact pour-over coffee brewer available.
- Conducting experiments in circular product lifecycles, micro-manufacturing, sustainabile material development, and human experience design.

Industrial Designer

Staach Furniture Design

2020 - 2021

- Designed and developed a one-of-a-kind sculptural piece displayed at NYC Design Week 2021.
- Produced sketches, iterative prototypes, renders, machine drawings, CMF specs, and tech packs.
- Sourced hardware and collaborated with fabrication teams to bring designs to life.
- Final piece was exhibited at NYC Wanted Design 2021 as part of Metaproject 11.

Archivist

Vignelli Center for Design Studies

2018 - 2020

- Collaborated with archival team to collect, document, organize, and preserve artifacts from industrial design history notably the OTHR project and the Vignelli's personal work.
- Served as Vignelli Council Student Representative, communicating student needs and participating in School of Design Council meetings.

Skills

- Design Tools: Solidworks, Fusion 360, FusionCAM, Shapr3D, Blender, Keyshot, Adobe Photoshop, Illustrator, XD, Webflow.
- Programming & Prototyping: Arduino IDE, HTML/CSS, 3D printing systems, breadboarding, soldering, CNC (3+4 axis), high-wattage laser cutters.
- Fabrication & Machining: Circuit design, hardware fabrication, rapid prototyping, machining, furniture design, packaging design, system design.
- Software/Equipment: Various laser drivers, 3D slicers, industrial sewing machines, large-format printers.

Education

Bachelor of Fine Arts (BFA) in Industrial Design

Rochester Institute of Technology (RIT)

Minor: Cultural Anthropology

Focus: Sustainable Product Development

Awards & Recognition

Metaproject 11 Finalist - Selected for best embodying the project brief.

Ball Aerospace On Point Award - Recognized for collaboration and problem-solving.

RIT School of Design Study Abroad Scholarship - Scholarship recipient.

Dean's List - Achieved multiple semesters.