

MADELYNN HICKS

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PRODUCT DESIGN

WORK EXPERIENCE

August–December
2023

Accessory Designer
Cincinnati, Ohio

Ripple Junction

- Worked as a full time design co-op on the accessories team
- Responsibilities included: designing art for licensed products, creating tech packs, product CADs, organizing material libraries, photographing samples, handling redesign requests, and prototyping
- worked on accessories and packaging

May 2023–Present

Gallery Assistant
and Curator
Cincinnati, Ohio

VADA Gallery

- Working as a gallery assistant and curator
- Curated "Into An Abstract Summer"
- Also responsible for scouting potential artists, new pieces Installation, managing gallery aesthetics, and purchasing stock.

May–August 2022

Product Designer
South Bend, Indiana

South Bend Woodworks

- Full time industrial design co-op. Focused on the design of products for the children's and game lines.
- Responsibilities included: design, development, marketing, and production support.
- Utilized the CNC mill and laser cutters as well as Illustrator, Photoshop, Lightburn, Aspire, Fusion 360, and Sketchbook Pro.
- SBW is a producer of wood homegoods, educational toys, and furniture.

EDUCATION

University of Cincinnati

- College of Design, Architecture, Art, and Planning.
- Bachelor in Science, Industrial Design
- Class of 2024

2019–2024

Accademia Italiana

- Studied product design on a semester abroad in Florence, Italy.

August–December 2022

Louisville Visual Art Academy

- Variety of art based studies taught by local professional artists

2015–2019

CERTIFICATIONS

Google UX Professional Certificate

2023

A six month certification course focusing on UX/UI programs and processes. Required to create 3 full length UX projects. Completed 6/7 courses so far.

DIGITAL SKILLS

- **Adobe Creative Cloud**– Illustrator, Photoshop, Indesign
- **Digital Sketching**– Sketchbook Pro, Procreate
- **3D modeling**– Autodesk Fusion 360, Rhinoceros 3D
- **Microsoft Suite**– Word, Powerpoint, Excel
- **Laser/CNC Mill**– Lightburn, Aspire
- **3D Rendering**– Keyshot
- **UX/UI**– Figma

ANALOG SKILLS

- Concept Sketching
- 3D Rendering
- Design Research
- Ideation
- Sewing
- Prototyping
- Modeling