# **Joe Frankl**

joefrankl.com mail@joefrankl.com 859 609 0890

## EDUCATION

## DAAP, University of Cincinnati

Magne cum laude ; 05/2017 BS in Industrial Design

## **Columbia College Chicago**

Graphic Design ; 2008-2009

# **EXPERIENCE**

# Aruliden

New York, NY ; 10/2019 - present 4 years +

Senior Industrial Designer at a global product design studio focused on bringing industry leading products to market. Working alongside graphic and strategy teams, I lead creative ideation and ensure excellence through production for products spanning consumer electronics and beauty industries.

# **HUGE** Design

San Francisco, CA ; 08/2016 - 10/2019 3 vears +

Industrial designer working closely with a variety of startup and high profile corporate clients over a wide range of product categories. HUGE combines cultural insights, professional experience and a no nonsense approach to create visionary products and expressions for industry leaders.

#### Delve Madison, WI ; 01/2016 - 05/2016 Co-op

Industrial Design Intern working with a host of clients across a diverse range of industries doing traditional product design work, systematic strategy work, and experience design. Responsibilities included sketching, brainstorming, CAD modeling and rendering, prototyping, storyboarding, experience mapping, and presenting progress and insights to clients.

### Sonos

Santa Barbara, CA ; 04/2015 - 08/2015 Co-op

Industrial Design Intern on team handling form exploration, CAD modeling, user experience story boarding, CMF exploration, physical prototyping, general studio support, and future product road-map exploration. Also collaborated with UX team in the development of in-app user communication and exploration into a refined setup/unboxing experience.

#### Shure

Chicago, IL; 01/2014 - 12/2014 Co-op

Industrial Design Intern on team working on creation and development of solutions to the product use case and with consideration for the production process and cost targets. Responsibilities included generating and communicating the visual and physical aspects of designs through sketches, illustrations, renderings, and 3D prototype models.

# SKILLS

# **Expertise**

Concept ideation Sketching & visualization CAD surfacing and rendering Designing for manufacture Packaging Design Presentation & deck building Workshop leading

## Software

Solidworks Rhino Keyshot Figma Sketchbook Pro Google Workspace Adobe CS