

Daniel Smitasin

Industrial Designer/UX

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Recognitions

Spark Bronze Award, 2016
Syren, A Prosthetic Arm Musical Instrument

IDEA Finalist Award, 2016
Syren, A Prosthetic Arm Musical Instrument

Spark Bronze Award, 2016
Lightwater, A Performance Fishing Vest

INSEAD Startup Boot Camp Winner, 2015
Cura, Startup for Air Purifier in Asia

ArtCenter Gallery, 2014-2015
Syren
Lightwater
Memory

ArtCenter Merit-based Scholarship, 2014

Education

ArtCenter College Of Design; Pasadena, CA
B.S. Product Design 2014 - Fall 2017 (Anticipated)

INSEAD Asia Campus; Singapore
M.B.A. Exchange, Spring 2016

Pasadena City College; Pasadena, CA
Communication Design Studies, 2011 - 2013

Work Experience

Continuum Industrial Design Intern, 1/2017-Current; Boston, MA
Worked in the product design group creating designs and concepts for clients in Product, Medical, and Services.

ArtCenter Teaching Assistant, 1/2015-12/2016; Pasadena, CA
Helped in design thinking with product design students for Product 3, Product 4, and Summer Intensive for Teens.

DAQRI Industrial Design Intern, 8/2015-12/2015; Los Angeles, CA
Worked with the design team to create new product solutions and user experience for Augmented Reality in the industrial sector.

L.A.U.S.D. Graphic Designer, 2010-2012; Los Angeles, CA
Designed print media for the Beyond the Bell after-school program for all Los Angeles Middle Schools.

Academic Experience

Honda Sponsored Studio, 9/2016-Current; Pasadena, CA
Worked in a transdisciplinary sponsored studio in group of 4 on the future of the driving experience for Honda.

NASA JPL Design Workshop, 9/2016; Pasadena, CA
Worked with a team of designers, engineers, and scientists in a one day workshop to facilitate design thinking to NASA JPL.

Amazon Design Storm, 6/2016; Pasadena, CA
Worked with a team of 3 designers in a 3 day design storm to come up with future solutions for Amazon Echo and Alexa.

Unilever Design Workshop, 4/2016; Singapore
Worked with a team of designers to develop a storyboard for the Unilever executive workshop in a two day boot camp.

Skills

Industrial Design, User Experience, Model Making, Digital & Analog Sketching, Rapid Prototyping, Concept Development, Research & Strategy, Design Thinking

Adobe: (Illustrator, InDesign, Photoshop, Premiere), Solidworks, SketchApp, Keynote, Keyshot, Arduino, Lightroom, Basic HTML

Interests

Photography, Fishing, Hiking, Traveling, Leather Crafting, Jewelry, Wood Crafting, Computer Building, Marine Life, Cultures, Space