

Say Hello.

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## Joshua Garcia

### Experience Designer

I am a storyteller. A conversation starter, weaving dialogue and interaction to create experiences that buffer between the familiar and the unknown. My weapons of choice live in spatial, product, and visual experiences.

## Education

### Art Center College of Design

Pasadena California, *Graduated:* August 17'  
Bachelor of Science: Environmental Design

## Skills

### Print

Adobe Illustrator, Photoshop, InDesign, Lightroom, Premiere Pro, After Effects.

### 3D Modeling

Rhino, Grasshopper, Vray, Solidworks, KeyShot, Autocad, Unreal Engine 4, Twinmotion.

### Prototyping

3D printing, CNC, Laser cutting, Woodworking, Sewing, Casting, Rapid Visualization, Arduino.

### Research

Trend analysis, Ethnographic, Demographic, Psychographic.

### Programming

HTML, CSS, Javascript, C++.

## Recognition

### ICFF

Miami, Florida [Oct. 17']

Project Featured : Lift Furniture System

### Sturt Haaga Gallery | Descanso Gardens

La Cañada Flintridge, California [Apr. 16']

Project Featured : Invisible L.A.

### ATU International

Quito, Ecuador [Apr. 16']

Project in Production : Lift Furniture System

## Experience

**Production Club** | Event & Experiential Designer (Freelance)  
Los Angeles, California [May 19' - Present]

*Provides support in ideation, research, concept development, design budgeting, and overall project execution for clients in the technology, gaming, and music industry.*

**Jet Propulsion Laboratory** | Visual Strategist (Contract)  
Pasadena, California [Jan. 19' - May 19']

*Provides support in helping scientist and engineers convey the complexities of their discoveries, experiments, and missions to understand the universe and further humanity.*

**Philippe Malouin** | Industrial Design Intern  
London, United Kingdom [Sept. 18' - Dec. 18']

*A three-month internship focused on designing various products from lighting and accessories to textiles for soft goods. Responsible for ideation, research, and concept development for various projects.*

**Centpourcent** | Art Director (Freelance)  
Los Angeles, California [May 18' - Sept. 18']

*Responsible for designing the visual style of various musical artist such as album artwork, branding elements, interactive and experimental websites, promotional imagery and set direction.*

**Visibility** | Industrial Design Intern  
New York City, New York [Jan. 18' - Apr. 18']

*A three-month internship focused on designing various products from furniture and lighting to lifestyle products. Responsible for ideation, research, and concept development for various projects.*

**The Projects\*** | Spatial Design Intern  
West Hollywood, California [Oct. 15'-Feb. 16']

*Provides support in graphics and 3d-modeling with a team of designers in order to create a relationship between content and experiences thus developing a community with the brand always at the focal point.*