

Say Hello.

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## Joshua Garcia

### Multidisciplinary Designer

## Experience

**Production Club** | 3D Designer (Freelance)  
Los Angeles, California [May 19' - May 20']

Provides team support in concept development, budgeting, working with vendors, and overall project execution with an emphasis on retaining brand expression for clients in the technology, gaming, and music industry such as Amazon Web Services, YouTube Gaming, and the Ethereum Foundation.

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

Provides support in helping scientists and engineers convey the complexities of their discoveries, experiments, and missions to understand the universe and further humanity through creative solutions using visuals in digital and print for marketing proposals to further fund research.

**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 in partnership with companies such as Marsotto Edizioni, Resident, Ace Hotel, and Hay. 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 creative vision of various musical artists such as album artwork, branding elements, interactive and experimental websites, marketing 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 in partnership with companies such as Roll & Hill, Sweetgreen, and Myro. 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 graphic design, 3D modeling and visualization, and CAD drawings for external partners alongside a team of designers creating visual content and spatial experiences with the brand always at the focal point.

## 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