

# david bartok

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## about

David Bartok is a passionate designer who solves problems with empathy and mindfulness. He is motivated to push his boundaries and be the best asset he can be for his clients and employers.

## work experience

### **Milwaukee Tool | Industrial Design Intern**

Jan 2022 - May 2022

Lead designer on two simultaneous projects, collaborating with a team of marketing, brand, and engineering. Scheduled and led all meetings. Produced multiple rounds of weighted prototypes that were validated in the field. Built 3D print and foamcore modular prototypes to define product feature locations and ergonomics. Implemented VBL on products. Reached ID milestones for both projects. Painted final 3D models.

### **Plexus Corp. | Industrial Design Intern**

May 2021 - Aug 2021

Worked closely in collaboration with a large mechanical engineering and User-Centered Design team. Primary tasks included sketch ideation, CAD development, archetype research and development, VOC research and analysis, in-person user research. Participated in internal and client meetings.

### **Loft LLC. | Industrial Design Intern**

Aug 2020 - Dec 2020

Collaborated with a team of engineers and designers at a consumer electronics consultancy. Led product development through to factory production. Led and assisted in sketching, CAD, rendering, and market research for consumer electronic products. Led and assisted in internal and client meetings.

Jan 2020 - May 2020

Led the CAD development for one client's audio product. Assisted in sketching and CAD in multiple projects. Designed IFU, built iterations of foam-core models, ideated on product interface, modeled and 3D printed prototypes. Assisted in internal and client meetings.

## education

### **University of Cincinnati | DAAP**

*Bachelors of Science, Industrial Design*

*Minor, Environmental Studies*

*GPA: 3.9*

*Packaging Design Study Abroad (Japan), National Outreach Scholar, JASSO Scholar, DYBA scholar Class of 2023*

### **Accademia Italiana | Florence, IT**

*Study abroad semester*

*Industrial Design, Fashion Design*

*Fall 2021*

## digital skills

*Adobe Photoshop, Illustrator, InDesign, Lightroom, Bridge*

*Solidworks, Rhino3D, Fusion 360*

*Keyshot, PrusaSlicer, Cura, AutoCAD*

*Procreate, Sketchbook*

## analog skills

*Sketching, Concept Development, Rendering*

*Model Making, Foam-core Mockups, Wood Working*

*Research, Interviewing*

*Laser Cutting, 3D Printing*

## activities

*Member, Sustainable Industrial Design Initiative  
UC · Volunteer, Design in Mind UC · Club Member, Student Tech Lab Pro Panel UC*