

Tobin Spann

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SKILLS

COLLABORATIVE

Excel at designing within a team environment. Experience working with multidisciplinary team of engineers, with support from marketing, business development, and project management teams.

PROCESS

Creative problem solving through 2D/3D concept development. Ability to create quick and clear design solutions with hand/digital sketching and model making exploring a wide range of possibilities within focused design proposals. Excellent written, verbal and presentation skills with an eye for detail. Grounded trend, lifestyle, competitive analysis, material, and Lifecycle analysis research. Experience creating unique solutions in both product and interaction design projects.

SOFTWARE

Digital Sketching: Adobe Photoshop/Illustrator, Corel Painter and Sketchbook Pro.
3D Modeling: SolidWorks and Rhino.
Rendering: Vray and Bunkspeed Hypershot.
Motion Graphics and animation: Flash, After Effects, 3D Studio Max.
Web Development: Dreamweaver and Coda (HTML & CSS).
Documents and presentation: MS Office, iWork, and Google documents.

EMPLOYMENT

JIMLAR - New York, NY. February 2010-Present

Working with The Frye Companies men's division on their spring 2011 line. Responsibilities include attending product development meetings, trend research, concept sketching and rendering, full technical pack creation, last selection, material selection, and prototype corrections.

HYBRID PRODUCT DESIGN. - Brooklyn, NY. May 2009-February 2010

Worked on a range of projects from bottles to consumer electronics. Responsibilities include concept generation and sketching, graphic/web design, and product animation.

ENERGYHUB - Brooklyn, NY. February 2008-January 2010

Worked closely within multidisciplinary team of designers, engineers, and marketing throughout the entire design process. Responsibilities include competitive analysis and market research, user interviews, idea generation/concept sketching, 3D modeling, rendering and animation, development of technical specifications and OEM part selection, presentations to senior designers, CEO, and CTO, persona creation, wireframing (paper and digital), user goal and feature set specification, usability testing, and GUI development.

BREAD & WATER - New York, NY. Summer 2007

Worked with jewelry designer on concepts for upcoming product line. Responsibilities include trend research, image gathering, mood and inspiration board creation, branding materials, concept sketching, and CAD development.

EMBROIDME - Boulder, CO. May 2006-March 2007

Production manager for silk screen and embroidery company. Responsibilities include developing project timeline, sourcing materials, graphic design, CAD development for production, organizing production cycles, managing production team, and quality control.

EDUCATION

PRATT INSTITUTE

B.I.D. (Bachelor of Industrial Design)
September 2006-May 2010
GPA 3.88 Summa Cum Laude