

PABLO U. AVILA

INDUSTRIAL DESIGNER

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SUMMARY

- A hands-on industrial designer with over five years of experience balancing aesthetics, functionality, and cost through a strong understanding of multiple manufacturing processes and materials to create production-ready designs using ASME standards of dimensioning and tolerancing to maintain a high standard of quality control.

EDUCATION

Bachelor of Science in Industrial Design,
ArtCenter College of Design,
Pasadena CA

Associate Degree in Digital Media,
Los Angeles Mission College,
Sylmar CA

SKILLS

concept design, sketching
color theory, CMF,
research, physical testing,
rendering, video animation,
presentation development,
root cause analysis, tolerance
analysis, weldments, sheet
metal, rapid prototyping,
non-conforming material,
3D modeling, concept design,
design testing, 3D printing,
project management,
team player, self motivated,
organized, detail oriented.

Software

Solidworks, solidworks visualize,
illustrator, indesign, photoshop,
keyshot, sketchup, procreate,
smart sheets, excel, powerpoint

WORK EXPERIENCE

Project Engineer (contract)

Midnight Oil, Burbank, CA
08/2024- 11/2024

- Create detailed component and assembly drawings to support prototype hardware production and transition designs from prototyping to full-scale manufacturing.
- Identified design and manufacturing issues using root cause analysis to develop corrective actions for new processes, refine existing ones, and optimize operations.
- Created appealing and practical products from metal, acrylic, wood, and composites without compromising aesthetics, functionality, or cost through meticulous scheduling.

Design Engineer

DGS Retail, Castaic, CA
03/2022- 08/2024

- Engineering experience maintaining high accuracy and quality control standards throughout the modeling process (component and assembly) using ASME Y 14 standards to ensure all models meet the required tolerances.
- Contributed to the entire product development lifecycle by working closely with cross-functional teams to conduct hands-on verification of design requirements through physical testing and rapid prototyping
- Collaborated with engineers and shop personnel to assess product features for manufacturability, obtain product design feedback, and recommend capable processes, equipment, etc.
- Designed, engineered, and tested mechanisms and features using fail-fast prototyping methods to quickly solve material, tolerancing, and design challenges using various methods (paper, cardboard, gatorboard, 3d printing, etc).
- Worked independently to perform product research, conceptual design, rapid prototyping, technical drawings, bill of materials (BOMs), and updating materials/product databases.
- Designed parts for manufacturability using various materials and processes (plastic injection molding, metal machining, metal forming) to obtain required finish and surface treatments.
- Identified design and manufacturing issues using root cause analysis to develop corrective actions for new processes, refine existing ones, and optimize operations.

Industrial Designer

Hemisphere, Valencia, CA
06/2019- 03/2022

- Conducted market research to obtain insights into customer needs and industry trends, enhancing existing products and guiding new product requirements to the intended target audiences
- Designed and produced a wide range of visual concepts using analog and digital illustration tools (pen, paper, illustrator, photoshop, procreate, etc.) to develop new products and features.
- Responsible for taking products from concept (sketching, ideation, and 3d modeling) into manufacturing through designing, engineering, prototyping, testing, CMF's, and technical documentation creation needed for overseas manufacturing.
- Participated in team discussions and brainstorming sessions of new product ideation and worked collaboratively with other team members and departments to achieve project milestones.
- Created compelling narrative presentations based on coordinated research, designs, concepts, testing, and development of new products for cross-functional teams and key stakeholder meetings.
- Engineered multi-level 3D assemblies and models using SolidWorks to create high-quality renderings and animations in keyshot to communicate functionality, features, and finishes to cross-functional teams, customers, and stakeholders.
- Implemented an archiving system that organized and maintained the product design inventory library before, during, and after all developmental phases to facilitate communication and project tracking.