

# JOSHUA RUBIN

Transportation Designer

Monroe, Connecticut

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Portfolio - <https://tinyurl.com/y782mawz>

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## PROFILE

Detail oriented, performance driven, and highly motivated Transportation Designer with experience in developing concept designs. Offers excellent knowledge of multiple design software programs, great teamwork abilities, and extraordinary communication skills. Currently looking for a Transportation Designer position to meaningfully contribute to a forward moving company.

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## EDUCATION

Dec-2018

### Bachelor of Science, Transportation Design

ArtCenter College of Design - Pasadena, California

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## WORK EXPERIENCE

May-2019

Sep-2019

### Instructor/Designing Cars/ArtCenter College of Design

- Enabled over 50 students to develop and visually communicate their designs.
- Developed creative lesson plans through live demonstrations, hands-on design exercises, and automotive design analysis.
- Demonstrated a variety of sketching, illustration and presentation techniques, such as automotive style verathin pencil sketching, marker/chalk renderings, and oral/visual project presentations.
- Discussed and demonstrated design terms such as proportion, scale, stance, and inspiration in relation to automotive design.

Sep-2017

Dec-2017

### Resident Designer/Peterson Automotive Museum

- Educated museum guests on car design through live demos and discussions.
- Programmed and operated multiple 3D printers creating over 100 models
- Troubleshoot 3D printer problems allowing minimal downtime.
- Designed, modeled and 3D printed various personal and professional automotive designs projects.
- Demonstrated live sketching, Photoshop rendering, and 3D printing to guests with maximum visibility.

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## KEY PROJECTS

May-2017

### Genesis Voronoi - Sponsored Project

- Researched Genesis, created mood boards, and developed design ideas that represent the Genesis brand image for 2020
- Design inspired by sponsors brief; progressive, audacious, and distinctly Korean
- Developed cellular design concept through ideation sketching, digital rendering, digital modeling, and 3D prototyping
- Produced painted clay physical model that was milled and reworked by hand

Sep-2016

### General Motors Nano Corvette - Sponsored Project

- Strategized and developed with General Motors, a consumer focused expansion of the Corvette brand.
- Designed exciting electric Nano Corvette inspired by tessellated fabric, and based on sponsors package, power-train, and exterior hard points.
- Produced hand made clay model based on digital data of custom designed Nano Corvette. Then balanced, surfaced, and painted physical model.

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## RECOGNITION

Feb-2018

### "Car Styling Magazine" - Digital Rendering Process

- Demonstrated step by step Photoshop rendering process starting with line work and paint brush techniques, finishing with a Photoshop rendering.

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## SKILLS

Concept Sketching  
Rendering  
Modeling

- Research, Branding, InDesign, Graphic Design, User Experience
- Ideation, Pen/Pencil, Photoshop, Illustrator, Alias
- Marker/Chalk Rendering, Photoshop Painting, Alias, Keyshot, Vred
- Alias, KeyShot, Vred, Cura, 3D Printing, Clay Modeling, Metal-smithing