

Miguel Harry

industrial designer

instagram: @abstractmaterial | hello@miguelharry.com | miguelharry.com

education

artcenter / pasadena, ca

product design (b.s. anticipated 2018)
2014- present

eafit university / medellin, colombia

product design engineering studies
2012 - 2013

relevant courses

insead x artcenter / singapore

design facilitator / innovation by design
asia campus / may 2017

wanteddesign / brooklyn, ny

design schools workshop
nyc design week / may 2017

recognition

idsa / idea awards finalist

rush - base jumping helmet
may 2017

norman schureman scholarship

merit-based scholarship
august 2016

artcenter provost's list

3.80+ gpa recognition
2016-2017

artcenter department scholarship

merit-based scholarship
2014 - 2017

nike endowed scholarship

merit-based scholarship
august 2015

artcenter student gallery

3 projects exhibited
2015-2016

languages

english / full proficiency

spanish / native & fluent

professional experience

google / industrial design intern / mountain view, ca / may - sept '17

crafted stories that helped inspire the future of AR & VR at daydream. iterated through sketches and physical models efficiently. worked closely with engineering and marketing to bring new products to market.

gensler / industrial design intern / los angeles, ca / sept - dec '16

participated in various projects including an award winning flexible furniture system for offices & multiple lighting products. assisted the studio with research, design, cad modeling & rendering.

faraday future / industrial design intern / gardena, ca / sept - dec '16

collaborated with multiple design & engineering teams on production and future vision projects. supported the team with developing and expanding the brand experience & design language.

academic experience

adidas / designstorm - industrial designer / portland, or / nov '16

collaborated with the adidas future team to envision advanced concepts for female athletes. My role entailed concept development, product styling, graphic design & branding.

tavat / designstorm - industrial designer / pasadena, ca / may '16

selected to participate in a 5-day workshop with the italian-american eyewear company in order to expand their vision & brand. Currently developing a product to be launched worldwide in the spring of 2018.

artcenter / teaching assistant / pasadena, ca / aug '15 - may '16

technical & personal

design skills

concept development / analog & digital sketching / storytelling / aesthetic sensibility / prototyping / design research / type & graphics.

software skills

illustrator / photoshop / indesign / premiere / solidworks / keyshot / google docs & slides / rhino (basic) / sketch (basic) / keynote (basic).

working traits

passionate / curious / fast learner / team player / proactive / organized / diligent / strong work ethic / passionate / open minded & inclusive.

interests & hobbies

playing ultimate / sketching things & places / taking photos / trying new food / chatting in cafes / watching tech videos / curating blogs / exploring new cities.