

Joseph T. Riehl

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Objective:

To obtain a full time position and expand my familiarity and knowledge within the industrial design field to better suit my long term career goals.

About Myself:

I am an easy going creative person who enjoys sketching, snowboarding, mountain biking, and automobiles. I am constantly on the lookout for new opportunities to expand my knowledge of the industrial design field. My open mindedness keeps me unconfined as I venture farther down my career path as an industrial designer. My current strengths as an industrial designer lie within 3D modeling and sketching.

Technical Knowledge:

Familiar with both Mac and Windows based operating systems

Rhinoceros 4.0

V-ray for Rhino

Maxwell Render

Bunkspeed/Hypershoot

Adobe Photoshop, Illustrator, After Effects, Premier, and GoLive

HTML code

Microsoft Office (Word, Excel, Powerpoint)

Knowledgeable in Macromedia Flash, Solidworks, Catia, Pro Engineer

Work Experience:

9/2007-6/2008: CENTER FOR INSTRUCTIONAL INNOVATION @ WWU, BELLINGHAM, WA

Worked on a team of 8 to facilitate first year teachers as a technology resource. Projects included short films, website creation, photography, and a small amount of exhibit design.

9/2005 – 9/2006: DESIGNER AT AVALANCHE RANCH LIGHTING COMPANY, BELLINGHAM, WA

Worked as a designer on a variety of rustic style lighting products including an entirely new “contemporary/rustic” lighting series as well as a small line of furniture. Software used was primarily Adobe Photoshop, Illustrator and Rhinoceros 3.0 (with Bongo animation plugin).

6/2005 – 8/2005: INTERNSHIP AT RESOLUTE LIGHTING, SEATTLE, WA

Assisted in the fabrication and assembly of various Resolute Lighting projects. Among them were custom fixtures for the Seattle Bank of America Tower, Hackensack University Medical Center, Fats Asia Bistro, and the apparel chain Pac-Sun. I was exposed to a variety of fabrication processes for parts made both in and out of house.

School/Industry Collaboration:

MSR (A division of Cascade Design) 2007

Cascade Design is a Seattle based company with many different brands that specialize in developing well engineered and reliable outdoor products. I Worked directly with engineering and marketing to generate two new concepts concerning “power in the outdoors”. Extensive research was done in order to fit the well established brand language of the company.

Homax 2007

Homax is a leader of DIY and professional home improvement products. I Worked with one other student from the plastics engineering department at WWU to develop a de-humidifier concept that was to be marketed and sold for under two dollars. We interacted with Homax product development specialists and presented our concept to their marketing department.

Moeller 2008

This Seattle based company was responsible for creating Quickcast SLA parts for my senior project: Line of Site. I interacted directly with engineers in order to deliver useable 3D models that could eventually be printed and used as molds for aluminum castings. We also experimented with a clear form of SLA that the company was currently developing.

Seacast 2008

Seacast was responsible for creating the aluminum castings required for my senior project: Line of Site. I delivered SLA parts from Moeller and interacted with engineers to discuss the constraints of casting in aluminum. After receiving the aluminum castings, I hand polished the individual pieces for display.

Education:

WESTERN WASHINGTON UNIVERSITY, BELLINGHAM, WA

Bachelor of Science: Industrial Design, 6/2008