



## CHRISTIAHN ROMAN

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### Education

#### Art Center College of Design

Pasadena, CA, 12/2017  
BS in Product Design with Distinction  
Minor in Social Impact

#### Universität der Kunst

Berlin, Germany, 4/2017 - 7/2017  
Exchange and Study Away

#### College of the Canyons

Valencia, CA, 5/2013  
AA in Art

### Accolades

#### ArtCenter Provost's List

5/2014 - 12/2017

#### ArtCenter Student Gallery

Updraft - 12/2015 - 4/2016

#### Design and Fabrication Award

Pasadena City College - 5/2014

### Skills

#### ID Skills

Concept Development, Problem Solving, Design Research, Sketching, Functional Prototyping, RF Welding, Sewing, Pattern Making

#### Software

Illustrator, InDesign, Photoshop, SolidWorks, Microsoft Office, Fusion 360, Blender, KeyShot, Bunkspeed, Affinity Designer, Centric 8 PLM, Premier

### Interests

I love making puns, finding the best pizza spots in town, traveling, camping, hiking, climbing, drawing, making cool stuff, and learning new things.

### Experience

#### CamelBak - Petaluma, CA, 6/2018 - present

##### Industrial Design Intern

- Collaborate with designers, engineers, product developers, and product management to deliver innovative and technologically advanced soft good products.
- Work on for-market NPI, Innovation pipeline, research, ideation, and communication documentation for Fall 19, Spring 20, and Fall 20.
- Explore concepts through sketching, mock-ups, and prototyping.
- Create compelling and communicative visual presentations for milestone design reviews.
- Use CAD software to create visual line plans, sophisticated colorways, line art revisions, product change forms, tech packs, special make units, and print production files.
- Participate in creating product roadmap strategies and BOMs that adhere to target costs.
- Research industry periodicals and trade shows for insights and trends.
- Use Centric 8 PLM to upload production tech packs and BOMs.

#### NASA Jet Propulsion Laboratory - Pasadena, CA, 2/2017 - 4/2017

##### Industrial Design Research Intern

- Approached climate science with ethnography, visualization, and system thinking techniques.
- Assessed the state of water management and information infusion throughout the U.S.
- Collaborated with scientists and engineers to drive missions and Earth Science Application projects with human-centered design and analysis.

#### Masimo Corporation - Irvine, CA, 5/2016 - 8/2016

##### Industrial Design Intern

- Developed concepts for body-worn sensors and patient monitoring instruments.
- Researched industry periodicals for insights and trends.
- Explored solutions through hundreds of sketches and iterative prototypes using SolidWorks, 3D printing, and soft goods construction.
- Collaborated with senior designers to develop and maintain high-value appearance and unique visual language.

### Academic Work

#### Travoy - ArtCenter College of Design, 9/2017 - 12/2017

- Solved problems adventure photographers face with heavy, immobile hard cases and inadequate protection from soft camera bags.
- Conducted expert user interviews, user shadowing, and user scenario studies.
- Performed color, trend, and material research and analysis.
- Utilized a Blue Ocean Strategy Canvas to create a divergent design strategy.
- Implemented user feedback, created full-scale sketch mock-ups and functional prototypes.

#### Umbra - ArtCenter College of Design, 4/2017 - 7/2017

- An ultraviolet protection apparel brand.
- Research industry periodicals and trade shows for insights and trends.
- Performed color, and material research.
- Explored concepts, graphics, and color blocking through sketching and rapid iteration in CAD.
- Executed using cut-and-sew construction and screen printing.

#### Updraft - ArtCenter College of Design, 9/2015 - 12/2015

- Solved many of the problems climbers have to face as a result of altitude sickness.
- Conducted interviews with experienced climbers and Altitude Scientists.
- Performed color, trend, and material research.
- Created on-trend color palettes and used CAD for color blocking.
- Sewed full-scale, iterative mock-ups and prototypes, and made construction patterns.