



**INDUSTRIAL
DESIGN**

NICK LAUB
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I am a highly motivated and skilled professional who works hard to improve my skill base everyday to provide the greatest advantage I can in creating the best work for each project I work on. I enjoy my ability to be actively engaging with the people I work with and the projects I am on. My goal's are as simple as working to create the best in design at any given time and always pushing to make each project the best work in the industry.

Education

ArtCenter College of Design - Pasadena, CA
Bachelors of Science Product Design
Minor Illustration

Experience

Spin Master Global - Senior Product Designer - Design Lead - Present, Los Angeles CA

In my role as Designer for Spin Master, my responsibilities cover designing for cross platforms, from entertainment to product based applications. I head innovation for interaction and playpatterns for products. Working with engineers for production and maintaining margins for cost. Traveling to China to meet with vendors and factories to ensure production is maintained and quality is ensured. I also manage a team of designers and vendors on product development and entertainment process.

Laub Industrial Design - Owner and Designer April 2019 - Present, Pasadena CA

My company takes on design projects for companies needing to explore innovation and design. I have created innovation for healthcare design and high complexity electronics items across multiple industries.

Hasbro Studios - Product Designer July 2018 - Feb 2020, Burbank CA

Being a Product Designer for Hasbro Action Brands team, I designed and work on toys for brands such as Power Rangers, Overwatch, Star Wars, and Marvel. Directing a team of vendors and making sure products make it to market on time and at cost. Designing new play patterns and play experiences for the toy world. Working with multiple teams to create the best products we can.

Hasbro Studios - Product Design Intern Jan - May 2018, Burbank CA

As design intern for the action brands team I was asked to work on multiple projects and design within different brand identities. Create ideation based on creative concepts. Pitch ideas from rough ideation to finished product. Communicate with associates across the country and around the world. Designing products and giving feedback to sculptors and model makers. Creating models and mockups of products.

ArtCenter College of Design Sept 2014-July 2018, Pasadena CA

VANS DesignStorm (Summer 2017)

Explored immersive brand experience concepts for VANS in this intensive designstorm hosted by ArtCenter. In this project I worked on a team of designers with mixed specialties to create and present content quickly and efficiently.

Vice President of ArtCenter Student Government (2017)

As VP I was in charge of managing a team of 15 leaders in our community. I maintained and monitored the status and progress of each team member as well as host and run weekly meetings with structured agendas.

Student Teacher

As a student teacher I was responsible for the students, directing projects, giving lecture and demos on techniques frequently used in design. As well as the responsibilities of a teachers assistant. Classes I worked for:

Design 1
Design 2
Digital Design 1
Design Fundamentals 2
Digital Portfolio

Perspective
Digital Illustration
Rapid Prototyping
Color Trends for Surface Design
Graphics for Industrial Design

Skills

Design leadership
Design process
Sketching
Team management
Project direction

Team Building
Photo rendering
Rapid prototyping
3D modeling
Sewing

Team Management
Adobe suite (Ps/Ai/Id)
Model Making
Story telling
Presentation