



INDUSTRIAL DESIGN

NICK LAUB

Pasadena, CA, USA

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Skills

Design Leadership
Design Process
Sketching
Team Management
Project Direction

Team Building
Photo Rendering
Rapid Prototyping
3D Modeling
Sewing

Entertainment Design
Entertainment Direction
Adobe suite (Ps/Ai/Id)
Model Making
Storytelling
Presentation

I am a highly motivated and skilled professional who works hard to provide the greatest advantage for each project. My greatest strength is my ability to creatively design solutions for any project or situation and I am able to connect with people and communicate information efficiently. I am constantly looking to take on new challenges to push myself to learn more and bring new things into this world.

EDUCATION

ArtCenter College of Design - Pasadena, CA

Bachelors of Science - Product Design
Minor in Illustration - Entertainment

EXPERIENCE

Spin Master Global, Los Angeles CA

Senior Product Designer - Design Lead

Jan 2022-Present

Product Designer

Aug 2020-Jan2022

In my role as Lead Senior Designer for Spin Master, my responsibilities cover designing for entertainment to product based applications. I lead design on brands for Disney Jr, Paw Patrol, and other internal IP's. I head innovation for interaction and play-patterns for products, working with engineers for production and maintaining margins for cost. I am the design representative on the committee for sustainability. I have the responsibility to also travel abroad to meet with vendors and factories to make any updates needed for quality of product, as well as to ensure production starts on schedule.

I also manage a team of designers and vendors on the product development and entertainment process. With these responsibilities I set goals and milestones for design, personal growth and career pathing for each designer.

Hasbro Studios, Burbank CA

Product Designer

July 2018 - Feb 2020

Design Intern

Jan 2018 - June 2018

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.

ArtCenter College of Design, Pasadena CA

Associate Professor and Student Teacher

2014 - 2018

I was responsible for the students, directing projects, giving lecture and demos on techniques frequently used in design. The classes I was involved in was:

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|-----------------------|---------------------------------|
| Design 1 | Perspective |
| Design 2 | Digital Illustration |
| Digital Design 1 | Rapid Prototyping |
| Design Fundamentals 2 | Color Trends for Surface Design |
| Digital Portfolio | Graphics for Industrial Design |
| Product Design 4: | Soft and Hard goods |