



# Carson Schwab

USER EXPERIENCE DESIGNER

## Contact

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## Skills

Figma, Illustrator, Photoshop



HTML, CSS, JavaScript



Wireframing, Prototyping



Sketching, Design Ideation



User Experience Research



3D Modeling, Rendering



## Profile

With a Bachelor's in Industrial Design and several years of real-world experience designing for clients, I've become a capable creative problem solver. Now that I also have a Master's in Human Computer Interaction, I have fully rounded out my User Experience design and development capabilities. My 4.0 GPA is a testament to my ability to learn the ropes quickly, thrive in a collaborative environment, and produce results under pressure. I hope you'll give me a chance to continue succeeding with your company!

## Education

**Rochester Institute of Technology** 2020 - 2023  
Master of Human Computer Interaction, GPA: **4.0/4.0**

**North Carolina State University** 2013 - 2018  
Bachelor of Industrial Design, GPA: 3.2/4.0

## Employment

**CAD Draftsman at UPSCO** 2019 - 2021

At UPSCO I used Solidworks to create 3D models and production blueprints of metering + piping assemblies for the natural gas industry. Generating detail-oriented designs, planning production processes, and ensuring projects satisfy customer specifications were all important aspects of this position. I reported directly to the head of engineering, who I assisted with developing new processes, planning + implementing automation, and audits of various workflows of the company.

**Design Engineer at Stonewell Bodies** 2019 - 2021

At Stonewell Bodies I specialized in designing and producing after-market storage solutions with sheet metal for the automotive industry. My duties included: generating quotes, ordering materials, testing the assemblies I designed, creating blueprints, managing a team of fabricators, and ensuring on-time delivery. Some projects I worked on here included: fire-fighting trailers, mobile farrier workshops, truck bed storage units, and custom cabinetry for traveling veterinarians.

**Head of Marketing at Madog (Startup)** 2019 - 2021

Madog started as a powdered stone 3D-printing side project but quickly developed into a startup. Our team was small, so I had a hand in most aspects of the company. My main responsibility was planning the business itself and creating a market presence while others built the 3D printer. I also managed a team of engineering + business interns, and built customer relationships. Unfortunately, problems with the printer's design caused the company to fail before we ever reached market.