

ANDREW VINCENT INDUSTRIAL DESIGNER

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andrewvincent.design 

EDUCATION

Masters in Industrial Design (MID) May 2016 - Present
Industrial Design Graduate School
College of Architecture, Design, & Construction
Auburn University
Graduating:
December 2020

Bachelor of Environmental Design (BS) 2015 - 2016
Industrial Design Graduate School
College of Architecture, Design, & Construction
Auburn University

Bachelor of Fine Art (BFA) 2008 - 2014
University of Missouri

PROFESSIONAL SKILLS

SOFT SKILLS

- Patient, Friendly, Respectful
- Detail Oriented
- Collaborative - like helping others achieve their vision
- Public Speaking
- Research skills via Graduate Thesis
- Excellent writing skills via Graduate Thesis
- Flexibility & Troubleshooting
- Give clear feedback

SOFTWARE

- Fusion 360 (All aspects)
- Solidworks (Modeling)
- KeyShot
- Adobe Creative Suite
- Sketchbook Pro
- GravitySketch (VR)
- Autodesk Project Sugarhill (Tech Preview)(VR)
- Blender (Motion Tracking)

TECHNICAL SKILLS

- Project Visualization in Virtual Reality
- Manual Aluminum Milling & Lathing
- Foam & Wood CNC
- 3D Printing - FMD & SLA
- Laser Cutting
- Ideation Sketching
- Graphic Design Proficiency
- Studio Photography
- Product Research
- Wacom Intuos & Cintiq

PROJECT MANAGEMENT

- Team Management
- Budget Management
- Organization of Studio documents and resources.
- Quick to explore strategies that will improve efficiency

WORK EXPERIENCE

Graduate Student Worker Spring Sem., 2020
Auburn University, Industrial Design Dept.

- Helped students produce CNC Router cut files & to create their prototype in either foam or a variety of woods.
- Continued to experiment with different cut operations & methods to decrease amount of time & effort needed to produce a cut file & prototype, using Fusion 360.

Graduate Teaching Assistant (GTA) 2016 - 2019
'Guitar Studio'; 'CSP Studio' (2x); '2nd Year Undergrad Studio'
Auburn University, Industrial Design Dept.

- Mentored students research of user's needs & desires, future trends, technology, & materials for each studio.
- Mentored student's skills to rapidly explore design options (forms, colors, finishes, materials) through sketching, rendering, & 3D model underlay scaffold.
- Managed the Form2 SLA printer & printing process for the studio to help ensure print quality and expediency.
- Taught workshops and tutored students on how to use Fusion 360.
- CNC Routing: Trained & Self-Taught on ShopSabre 4'x8'.
 - Managed production of & produced student's guitar bodies.
 - Designed & built an 8-guitar display stand for studio's gallery show.
- Photographed student progress & work, class discussions, and events.
- Managed (grades, attendance, studio finances) sponsored studios of 12-15 students.

Adjunct Instructor - Advanced Computers Course Spring Sem., 2018
Auburn University, Industrial Design Dept.

- Taught 45 undergraduate & graduate students for 1 semester.
- Taught: Solidworks, Fusion 360, and KeyShot software.

Contracted Fusion 360 Student Expert & Ambassador Jan., 2016 - May, 2018
for Autodesk Inc., via TalentWave, Auburn, AL

- Promoted awareness & directly encouraged the use of Fusion 360 as an on-campus ambassador.
- Delivered on-campus training and workshops.
- Provided technical support & networked with students & faculty.

Fusion 360 Catalyst (Intern) May, 2016 - Dec., 2016
Autodesk Inc., Auburn, AL

- Same as Student Expert & Ambassador above.

User Interface & Graphic Designer Nov., 2015 - Sept., 2016
OCV, LLC. Auburn, AL

- Created iPhone & Android user interface mock-ups, & marketing materials.
- Used Photoshop, Illustrator, & InDesign.

Museum Preparator I Aug., 2014 - May, 2015
Jule Collins Smith Museum of Fine Art,
Auburn University, Auburn, AL

- Prepared & coordinated the installation of art exhibits & assisted in maintaining the physical property of the museum building & grounds.