

Josh Finkle

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San Francisco, CA

Proficiencies

Sketching and Rendering
Physical Prototyping
Model Making
Design Research
Adobe Creative Suite
Solidworks

EXPERIENCE

IDEO

DESIGNER / 2012 – PRESENT / PALO ALTO, CA

I am an industrial designer working as part of the toy invention team creating new toy ideas to be licensed to companies worldwide.

Little Tikes

DESIGNER / FALL 2010 – SUMMER 2012 / HUDSON, OH

As a part of the product design team, I conceived and developed concepts for future products, translating sketches and prototypes into formal models and finished products.

Automoblox

DESIGN INTERN / SUMMER 2010 / ROSELAND, NJ

I worked on a wide range of projects to expand the business including: scale models of point of purchase and play structures, product photography and editing, specification packets for future products, and the design and modeling of new office space.

Radio Flyer

DESIGN INTERN / SUMMER 2009 / CHICAGO, IL

As a part of the product development team I generated concepts for future products, constructing and testing prototypes, focusing predominantly on the Model 790 Tailspin.

CMU Human Computer Interaction Institute

DESIGNER / 2008 – 2010 / PITTSBURGH, PA

I was responsible for the design, construction, and maintenance of various robots. Snackbot was my most comprehensive project ranging from ideation, drawing, and model making to mold creation and construction. Snackbot has received media attention appearing on CBS news and various websites and blogs.

CMU School of Design

TEACHING ASSISTANT / 2007 – 2009 / PITTSBURGH, PA

I helped teach first-year design students the basic elements of design drawing: line, perspective, composition, communication.

EDUCATION

Carnegie Mellon University

2006 – 2010 / PITTSBURGH, PA

BFA in Industrial Design

GPA: 3.9/4.0