



Name // **Owen Fletcher Read**

Description // **Industrial Designer**

Website // **www.owenread.com**

Address // **1345 N. Harvard Blvd.**

Los Angeles, CA 90027

Phone // **+1 (307) 413-6290**

Email // **oread55@gmail.com**

Experience //

Agent18 // Los Angeles, CA 1/13-Current

Senior Industrial Designer // 3/14 to Current

Industrial Designer // 6/13 to 3/14

Junior Industrial Designer // 1/13 to 6/13

- Create original 3D and 2D designs for on-trend fashion mobile accessories.
- Follow fashion trends, tech releases and manufacturing techniques for on-trend designs for the newest devices
- Manage 20-30 different products in development from conception through mass-production at any given time.
- Manage sourcing and development efforts of our six member China team.
- Amassed over 8 months in China working with factories and coordinating the development in China with the needs of buyers and our design team at home.

NASA Johnson Space Center // Houston, TX 1/12-2/12

Industrial Design Internship

- Worked at the Habitability Design Center on the Desert RATS project. My contributions involved making mock ups of the lunar rover cockpit to perform window evaluations and redesigning the kitchen unit and work/dining table for the Habitat Demonstration Unit.

Ben Roth Design // Jackson Hole, WY 6/11-8/11

Design Assistant and Fabricator

- Worked on designing and constructing metal daddy long leg spiders and worms sculptural toys to be sold in museum gift shops.

Metal by Kevin // Jackson Hole, WY 6/09-8/11

Designer and Fabricator

- Worked on numerous projects ranging from custom high-end fireplace doors and hand railings to fully outfitting houses with architectural ironwork.

Rhode Island School of Design // Providence, RI 1/10-6/12

Metal and Wood Shop Monitor

- Experience included problem-solving, instructing student correct techniques and maintaining shop equipment and protocols.

Education //

Rhode Island School of Design // BFA Industrial Design 2012 2008-2012

Skills //

General // Critical thinking, problem solving, and idea development. Working in a fast paced environment and balancing multiple projects throughout the different phase of the development process.

Computer // Advanced skills in Solidworks, PhotoView, Photoshop, Illustrator, and Excel on both Mac and PC operating systems.

3D // Developed knowledge and advanced skills in model making, metal fabrication, machining, woodworking techniques, ceramics, and soft-goods. Extensive experience with a wide range of range of large and small scale manufacturing techniques and materials. Injection molded plastics design, engineering and manufacturing experience.

2D // Proficient hand drawing and sketching, // product drafting, orthographic and photo realistic rendering skills

Achievements //

Top 20 Inspirational Industrial Designers to Follow on Behance // Creative Bloq 2015

Industrial Design Department Faculty Award // Rhode Island School of Design 2012

Woods Gerry Triennial Exhibition // Rhode Island School of Design 2010