

HANNAH WEISBURN

Industrial Designer & Experiential Designer

CONTACT

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EDUCATION

UNIVERSITY OF CINCINNATI DAAP

CINCINNATI, OH // Class of 2023

BS in Industrial Design

3.93 GPA

ACCADEMIA ITALIANA

FLORENCE, ITALY // September-December 2021

Studied Product Design

COLLEGE FOR CREATIVE STUDIES

DETROIT, MI // 2018-2019

Studied Product Design- 31 credits

4.0 GPA

SKILLS

TRADITIONAL:

design research & analysis, cross-functional collaboration, user-centered design, immersive brand experiences, concept development, user-journey mapping, sketching and visual storytelling, prototyping, rendering, 3D modeling/ CAD, iterative design, 3D printing, CNC machining, injection molding, woodworking, welding, sewing, ceramics, social media, and customer service

DIGITAL:

2D: Adobe Suite (Photoshop, Illustrator, InDesign, Acrobat); Figma; Miro; SketchBook; Microsoft Office Suite (Excel, Powerpoint, Outlook) Google Suite (Slides, Drive, Gmail)

3D: Rhino, Fusion 360, Keyshot, SketchUp, Podium, Alias, Clo3d, Cura

SOFT:

problem-solving // critical thinking // empathy

WORK EXPERIENCE

BROOKE'S & HYDE

LEATHER CRAFTSPERSON

CINCINNATI, OH // September-December 2022

Responsible for crafting quality leather goods-- specializing in men's casual and exotic belts and wallets. Learned the start-to-end process of making quality leather goods, including: cutting a variety of hides/lining, splitting, skiving, gluing, sewing, burnishing, painting and embossing leather. Worked alongside another intern and a master of leathercrafting.

BISSELL

CONSUMER DESIGN INTERN

GRAND RAPIDS, MI // January-April 2022

Worked hybrid under a senior manager on projects slated 1-3 yrs out, considering user journey, the POG, and Bissell's new VBL. For each project the entire design process was used including deep research, sketching, 3D modeling in Rhino, rendering in Keyshot and several critiques throughout with the entire 40 person Consumer Design team.

OWENS-ILLINOIS

GLASS CONTAINER DESIGN INTERN

PERRYSBURG, OH // May-August 2021

Collaborated remotely amongst a small team of designers to ideate, 3D model in Alias and render in Keyshot glass bottle concepts as well as communicate ideas effectively in front of large and diverse audiences.

COMUNALE'S SCULPTURAL CREATIONS

METAL-SHOP ASSISTANT

AKRON, OH // August 2020-March 2021

Assisted a master of craft with fabricating or restoring sculptures of varying material. Responsibilities included welding multiple types of metals, grinding, cutting, plaster and fiberglass mold-making and organizing & cleaning the shop.

MKG

EXPERIENTIAL DESIGN INTERN

LOS ANGELES, CA // January-March 2020

Alongside a small crew of graphic & interior designers, we collaborated to create specialized experiences for a large variety of brands. Tasks included brainstorming, 3D SketchUp models, rendering in Podium, sourcing props, and graphic work as well as checking in with the set shop and setting up for premieres.