

Matt Brown

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Experience

Whirlpool

2007, Benton Harbor, MI, USA
I worked as an industrial designer in the color, finish, and materials lab. My main job was trend research, and trend analysis.

Kendall College of Art and Design

2006, Grand Rapids, MI, USA
For one semester, I was an adjunct professor and taught the Introduction to Rhino class. The final project for the class was building a shoe, making line drawings of it, and finishing in illustrator.

JRruiter Studio (www.jruiter.com)

2005, Grand Rapids, MI, USA
Joey runs a small design studio and does work for Herman Miller, Steelcase, and a lot of others mostly in the contract furniture business. I worked for him as an industrial designer and helped with design, physical modeling, rendering, drawing, and all of the little things in between.

Goetzka Design

2004-2005, Grand Rapids, MI, USA
This was another small design firm with three employees. I was an intern and helped out with the graphic design for a series of table hockey games.

Synergy Product Development

2004, Grand Rapids, MI, USA
I spent a summer at this medium sized firm. I learned how to weld, and spent a lot of my time in the shop making chair models. Eventually my job became thinking up and drawing concepts for seating.

Irwin Seating

2003, Grand Rapids, MI, USA
For this short internship, I was paid to go to movies and sporting events to observe how people use and abuse stadium style seating.

Education

Umea Institute of Design

2007-2009, Umea, Sweden
Master's Degree in Interaction Design

Kendall College of Art and Design

2002-2005, Grand Rapids, MI, USA
BFA Industrial Design

Michigan State University

2000-2002, East Lansing, MI, USA
Originally started off in the Landscape Architecture program.

Awards

IDSA Student Merit Award, 2006
KCAD Studio Excellence Award, 2006
Presented at the 2006 IDSA Conference in Detroit, MI, USA

Programs

Illustrator
Photoshop
Rhino
Reason 3.0
Laser Cutting
3D printing
There are programs like StudioMax and sketchUp that I used to be good at but would need some time to get back into.

Last word

In June of 2009 I graduated from the Umeå Institute of Design (SE) with a master's in Interaction Design. I have strong ideation and visualization skills and just recently finished my degree project dealing with food and design fiction. I'm currently looking for a job in Industrial Design or Interaction Design where I can grow as a human and really use my creativity.

What I'm best at is coming up with ideas. My favorite thing is to come up with small ideas that inspire other people that are working on a project with me. I can work fast, and usually get really excited and enthusiastic about whatever it is I'm trying to design. I'm resourceful, curious, and I always try to find new situations and ways of doing things to get inspired.