

BRIAN MAR

INDUSTRIAL DESIGNER

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EXPERIENCE

CALICO DESIGN MANUFACTURING, LLC

DEC 2021 - PRESENT
LOS ANGELES, CA

Freelance Designer, worked with clients to help develop creative direction for their projects. Assist in-house shop fabrication tasks to develop prototypes and final products. Produced working drawings, computer 3D models, hand sketches/renderings, and physical mockups for both internal reviews and client-faced meetings.

NICOLE HOLLIS, INC.

APRIL 2019 - MAY 2021
SAN FRANCISCO, CA

Furniture and Product Designer, developed custom furniture/lighting concepts for private residential and hospitality projects. Corresponded and supported multiple design teams on simultaneous assignments. Produced working drawings, mood boards/presentations, computer 3D models, hand sketches/renderings, and physical mockups for both internal reviews and client-faced meetings. Contributed and executed design development process from concept to production.

ENCORE SEATING

JULY 2017- APRIL 2019
CERRITOS, CA

Design Engineer, joined Encore Seating full-time to gain a deeper understanding of the commercial furniture industry. Assignments covering all aspects of the production process, from the generation and maintenance of working drawings, prototyping new products/testing samples, information consolidation, documentation and presentation. Given the responsibility of updating/generating upholstery foam files as well as product overviews.

ENCORE SEATING

2016 SUMMER - 2017 SPRING
CERRITOS, CA

Engineer Internship, assisted projects from the engineering department at Encore Seating. Work included BOM entry, working drawings for seating units and miscellaneous components, preparing production ready data and documentation.

CALIFORNIA STATE UNIVERSITY LONG BEACH

2014 FALL - 2017 SPRING
LONG BEACH, CA

Shop Assistant, worked with university staff and students in workshop on course work as well as personal projects. Assisted students with fundamental design processes and principals, from 2D visualization to hands-on prototyping.

MACRO MAISON, YEONG JING FURNITURE FACTORY

2015 SUMMER
WUCI DISTRICT,
TAICHUNG TAIWAN

Design and Fabrication Internship, utilized Solidworks/AutoCAD to create cutting paths on CNC machines. Daily tasks included fabrication and assembly, utilizing numerous industrial level machines to complete orders for production. After gaining knowledge of the manufacturing capabilities of the factory, was given an opportunity to design and build personal pieces.

IDEAL BIKE COMPANY

2013 SUMMER
NAN-TUN DISTRICT,
TAICHUNG TAIWAN

Design Internship, worked at one of the largest bicycle manufacturers in the world, with over 30 years of experience and professional technology in bicycle manufacturing. Use of Photoshop and Illustrator to create concepts of bike frames and decals. Use of hand sketching to present concepts in bi-monthly department meetings

EDUCATION

California State University | Long Beach
BS Industrial Design | Graduated Class of 2017

SKILLS

Language | English, Mandarin Chinese
Team environments, graphic presentations, wood working, machine shop, sketch ideation, laser cutting/etching, rapid prototyping
Software | Solidworks, Keyshot, Photoshop, Illustrator, Indesign, AutoCAD, Rhino