# JACK WARNCKE

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#### **EXPERIENCE**

#### **NEW BALANCE | FOOTWEAR DESIGN APPRENTICE**

1/24-CURRENT (PERFORMANCE RUNNING TEAM: COMMERCIAL DRIVERS)

- + Worked on multiple inline projects across different GBU's (Running, Kids, and Made in USA)
- + Created and revised, Tech Packs, shell patterns, quick specs, and other technical documents
- + Creatively ideated through sketching, by hand and digitally (Procreate, Illustrator, Gravity Sketch)
- + Presented concepts and projects to design leadership and other key stakeholders
- + Worked directly with developers, color and material teams, and PMs to achieve desired outcomes, collaborate during multiple rounds of protoypes, work within cost and maufacturing constraints.

#### FOOTJOY | FOOTWEAR DESIGN CO-OP

#### 5/23-8/23

- + Explored ways to innovate and push the boundaries of industry-leading performance golf footwear
- + Utilized research to understand user needs, to identifying market, consumer, technological, and manufacturing trends.
- + Curated inspiring vision boards and created ideation sketches, ranging from thumbnails to detailed concept drawings using traditional methods, Procreate, and Photoshop.
- + Produced technical drawings and tech packs in Illustrator, and explored various colorways.

# PRIORITY DESIGNS | INDUSTRIAL DESIGN INTERN

### 8/22-12/22

- + Developed creative solutions for client projects in Sporting Goods and Consumer Tech industries.
- + Experienced all phases of design from brainstorming to creating final deliverables including concept sketches, Photoshop renderings, Keyshot renders, Solidworks models, Illustrator files and graphics, illustrations, storyboards, hard and soft goods prototyping.

## INSYNC DESIGN | INDUSTRIAL DESIGN INTERN

#### 1/22-4/22

- + Produced various concepts for clients leveraging sketches, renders, CAD, and other methods.
- + Created illustrations and diagrams for patent applications and user research.
- + Assembled functioning prototypes for validation and proof of concept. +Provided recommendations for product innovation as well as refinements for clients.

# GILLETTE (P&G) | INDUSTRIAL DESIGN INTERN

#### 5/21-8/21

- + Focused on upstream innovation and forecasting for the future of grooming products.
- + Explored new technologies and ways to meet both new users and current user needs.
- + Large focus on bringing sustainable solutions to the forefront and work on integrating sustainability into current and future products.
- + Utilized design research, sketching, rapid prototyping, CAD, 3D printing, and rendering.

#### **EDUCATION**

#### **UNIVERSITY OF CINCINNATI - DAAP**

B.S. INDUSTRIAL DESIGN MAGNA CUM LAUDE

#### **DIGITAL TOOLS**

ADOBE CREATIVE SUITE ADOBE ILLUSTRATOR ADOBE PHOTOSHOP ADOBE INDESIGN PROCREATE GRAVITY SKETCH

SOLIDWORKS RHINO 7

FUSION 360 KEYSHOT

**VECTORASTER** 

CLO3D VIZCOM

COLORWAY

MICROSOFT OFFICE SUITE

MICROSOFT OUTLOOK

KEYNOTE MURAL

#### SKILLS

BRANDING

STORYTELLING

VISUALIZATION SKETCHING

RENDERING

RAPID IDEATION

**SEWING** 

**PROTOTYPING** 

3D MODELING

**PHOTOGRAPHY** 

RESEARCH

**3D PRINTING** 

PATTERN MAKING

PROBLEM SOLVING

**PRESENTING**