Felipe Garcia
Automotive Designer

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WORK EXPERIENCE

VOLKSWAGEN, Wolfsburg.
Interior design intern. Fall–Spring 2018.
Worked in the production design studio on vehicles in various segments. Created a personal project and user tested proprietary virtual reality 3D modeling software. Worked with clay modelers on interior door panel.

AIPOD, Pasadena.
Design and visualization intern. Summer 2017.
My tasks involved designing and providing 3D & VR visualizations for this innovative startup in the mobility field.

GAC Group, Guangzhou, China.
Design intern. Spring 2017.
Worked with the design team on an A-segment concept vehicle. Learned about the intricacies of designing for the Chinese market.

Genesis, Irvine, CA.
interior design intern. Summer 2016.
Worked with the design team on a Genesis concept SUV proposal and provided design support for the final design.

DIVERGENT3D, Gardena, CA.
Exterior design Intern, May 2016.
Short term "design storm" internship to ideate new vehicle concepts.

THE REFINERY CREATIVE, Burbank, CA.
Designer & developer, 2013 -15.
Created client facing products for the entertainment industry. Clients included Fox, WB, AmazonStudios and Lionsgate.

SAPIENTNITRO, Miami Beach, FL.
Senior interactive developer, 2007-12.
Lead developer for Chrysler.com. Also worked on Dodge and Jeep websites. Created ads for Coca Cola, games for BK, and Sprint.

EDUCATION

Art Center College of Design Pasadena, CA.
Spring 2014 - August 2018.
B.S. In transportation design.

VR teacher's assistant for Genesis sponsored class, Viscom 1 + 2 Workshop and sketch help TA.

Scholarship recipient from Àrt Center College of Design, Toyota McMinn, Ford Blue Oval, Nissan Foundation, Honda Motor Corporation, Wm. Randolph Hearst Foundation, The James Powers Endowed Scholarship & The Sue Callaway Award.

SKILLS

Sketching, rendering, concept development, full use of Adobe Suite, 3D modeling with Alias, Cinema4D, Modo, visualization with VRED, Virtual Reality (using VRED, Unity & Unreal Engine), & model making.

Video editing with Premiere and After Effects, projection mapping & animation.

UI/UX, web usability & standards, HTML5, JavaScript, PHP and Object Oriented Programming.

Currently learning in my spare time Rhino with Grasshopper.

Fluent in English and Spanish.

INTERESTS

Playing soccer & tennis. Experienced in foosball tournaments.