

Max Cohen

Industrial Designer, Prototype Engineer, Machine Shop Specialist

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EXPERIENCE

Academy of Art University – Design Shop Technician

San Francisco, CA • April 2023 - Present

- Oversaw the daily operation of a 12,000+ sq.ft university design workshop.
- Managed woodshop, metal shop, 3D printing lab, laser lab, Spies & Hecker paint system, automotive paint booth, CNC milling, vacuum former, tool checkout system.
- Provided faculty and students with 1-on-1 instruction and prototype feedback.
- Processed student files for fabrication in a variety of materials and methods.
- Responsible for all maintenance and repair of university machines.
- Led shop safety orientations and advanced machine training sessions.
- Installed displays and graphics for student presentations and school shows.

Skyecat Graphics, Owner & Head of Design

Founded: Atlanta, GA • August 2018 - Present

- Founded an independently operated brand design and apparel company.
- Oversaw the creative process from end-to-end for groups and events.
- Worked with clients to understand their needs and aesthetic direction.
- Created unique artwork and products for every client consultation.
- Coordinated with manufacturing to develop cut & sew templates.
- Performed quality checks, packed and shipped each order.

Tesla Motors, Data Annotation Specialist

San Mateo, CA • March 2020 - August 2022

- Checked and annotated source data for critical features and scenarios.
- Volunteered for special projects and Q/A positions within assigned teams.
- Engaged in troubleshooting, suggesting changes to the project interface.
- Coached and assisted team members with challenging scenarios.
- Consistently a top performer in both quality of work and efficiency.

EDUCATION

Georgia Institute of Technology, Atlanta, GA Bachelor's of Science in Industrial Design (B.S.ID)

Emphasis on Universal Design and Physical Prototyping

Minor in Biomedical Engineering

PROJECTS

Melt With Me — Board Member & Head of Design

- Started a nationwide performance crew focused on flow arts and prop dances.
- Built a brand from the ground up, including logos, merchandise and social media.
- Designed new crew apparel annually to match and evolve the existing branding.
- Coordinated the on-time manufacture and delivery of 1000+ pieces for 80+ events.

O-Buddies — Designer & Lead Prototyper

- Researched and developed a line of universally designed ball toys for toddlers
- Prototyped different light, sound, and vibration response patterns to kinetic play.
- Designed for fine and gross motor development and inclusive play for children.
- Resulted in a line of toys released by Kids2, Inc. under their Bright Starts brand.
- Fall 2018 Georgia Institute of Technology Capstone Expo: 1st Prize
- Richard John Livingstone Martin Humanitarian Award: 3rd Prize

SKILLS

Physical

- 3D Print (FDM, SLA)
- Laser Cut / Engrave
- CNC (Router, Mill, Lathe)
- Water Jet
- Wood, Metal, HD Foam
- Sandblasting
- Sewing / Fabric Crafting
- Electronics Soldering
- Arduino & Raspberry Pi
- Moldmaking & Casting
- Paint Mixing & Spraying
- Shop Machine Maintenance

Digital

- **3D Form Modeling:**
Solidworks, Fusion360
- **3D Rendering:**
Keyshot, Fusion360, Photoview
- **Slicing Software:**
Ultimaker Cura, PreForm, PrusaSlicer, Chitubox
- **Adobe Suite:**
Ps, Ai, Id, Ae, Pr
- Google Drive Suite
- Microsoft Office Suite

Design

- **Brainstorming:**
Mind Mapping, Rapid Sketching, Mood Boards, Iterative Design
- **Hand Rendering:**
Perspective & Orthographic Drawing, Exploded View, Product Renderings
- **Brand Development:**
Logos, Marketing Graphics, Apparel & Merchandising
- **User Research:**
Needfinding Studies, User Interviews, Slide Decks, Video Ethnography, Technical Reports