

Andrew Domanick

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Education

University of Cincinnati, DAAP

B.S. Industrial Design
Summa Cum Laude
Class of 2023

Accademia Italiana

International Fine Arts University
Florence, Italy
Study Abroad

Skills

Digital

Adobe Creative Suite	CAD
Photoshop	Keyshot
Illustrator	Rhino3D
InDesign	Fusion360
After Effects	Solidworks
Sketchbook Pro	Clo3D
Procreate	Creo
Microsoft Office	OnShape
CNC	3D Printing

Analog

Product Development	Presentation Design
Color Theory	Sketch Ideation
Material Sourcing	Mockups
Form Exploration	Time Management
Competitive Analysis	Technical Drawing
Human Factors	Scale Modeling
CMF	Industry Trends
Consumer Insights	Trend Forecasting

Interests

Furniture Designer and Fabricator

Designed and crafted custom upholstery and furniture pieces with an emphasis on craftsmanship, sustainable material

Bag and Accessory Designer and Fabricator

Created high-quality, functional bags. Focused on sustainable material sourcing, stitching precision, and ergonomic design to deliver durable, stylish products tailored to user needs and current market trends.

Work Experience

Invacare Contract Mechanical Designer

Elyria, OH. 7/2025 - 8/2025. (2-month engagement)

Brought on to support rapid CAD development and production documentation, assemblies, and assemblies. Translated 2D drawings into fully detailed 3D components and assemblies for manufacturing.

Coastal Pet Products Product Development Designer

Alliance, OH. 10/2023 - 10/2024.

Managed a diverse portfolio of pet product design projects from concept development through to final execution, consistently meeting deadlines. Delivered professional presentations to effectively communicate design concepts and strategies. Developed innovative designs informed by ideation, research, and product requirements, including sketches, illustrations, visual assets, and competitive analyses. Implemented sustainable design solutions that reduced manufacturing time and lowered material and labor costs, increasing revenue.

Finis Industrial Design Intern

Livermore, CA. 08/2022 - 12/2022

Contributed to the development of innovative products in the competitive, recreational, and youth swimming markets. Managed rapid 3D prototyping using SLA and FDM printing technologies, produced high-quality renders in KeyShot, and conducted user testing to validate designs. Created detailed CAD models with a focus on Class A surfacing and anthropomorphic ergonomics to enhance functionality and user experience.

Techtronic Industries Industrial Design Intern

Anderson, SC. 01/2022 - 05/2022.

Led the development of new brand initiatives for outdoor tools, including strategy visualization, rapid ideation, and creation of CMF documents. Produced physical prototypes, established a cohesive visual brand language, and rendered high-fidelity product visuals using KeyShot 10. Designed ergonomic forms. Conducted user research with 3D prototypes made in SolidWorks to explore ergonomic, human factors and form issues.

Hasbro Industrial Design Intern

Pawtucket, RI. 01/2020 - 05/2020.

Led the ideation, refinement, and development of new Play-Doh products and compounds. Created concept sketches, mood boards, decorative sheets, and design concepts while conducting in-depth research to support product line.