

Andrew Domanick

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Summary

Innovative Industrial Designer with a proven track record of developing user-centered products across diverse industries, including pet products, consumer goods, and recreational equipment. Skilled in CAD modeling, rapid prototyping, and sustainable design, leading to reduced manufacturing time and increased cost savings. Adept at creating high-fidelity renders, conducting user testing, and implementing ergonomic solutions to enhance product functionality. Strive to excel at blending aesthetics with functionality to drive market success.

Skills

Digital

Adobe CC	CAD Modeling
Photoshop	Keyshot
Illustrator	Rhino
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
Product Strategy	Scale Modeling
Scenario Mapping	Industry Trends
Upholstery	Design Thinking

Interests

Furniture Designer and Fabricator

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

Soft Good 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.

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

Work Experience

Coastal Pet Products Junior Industrial 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 Concept Feature Guidelines (CFG) documents. Produced physical prototypes, established a cohesive visual brand language, and rendered high-fidelity product visuals using KeyShot 10. Designed ergonomic forms and 3D models in SolidWorks to support user-centered innovation.

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.