

• Nathaniel Simcik •

EXPERIENCE:

Andersen Windows, RD&I Intern

June 2023 - August 2023

- Hardware Design Project: ideation, user feedback, 3D modeling, prototyping, and marketing meetings for new window trim sets.
- Design consultations for many other projects.

Delkor Systems, Engineering Intern

May 2022 - August 2022

- Creation of an animation and graphics of a machine line shown to the Haribo CEO helping secure the sale of additional machines.
- Package Forming Machine Design: Solidworks design and modeling for machine tooling. Utilized principles of design for manufacturing and shipping to create 14 corrugate forming machines.
- Physically assembled various sub-assemblies for the machine lines.
- Skid Standardization: Design of four skids to streamline ordering and engineering time, loading machines, and shipping of full machine lines; created 20% cost savings and a 60% labor savings

LCI Landscapes, Labor

May 2020 - August 2021

- Planting, mulching, sodding, and other labors.
- Heavy equipment use and maintenance including Bobcat skid loaders and excavators.
- Patio and Landscape design and creation.
- Trained and supervised team members.

Simcik Signs, Small Business Owner

2016 - 2020

- Creation and sale of reclaimed pallet wood signs with hand-painted sports and small business logos.

EDUCATION:

- **University of Minnesota, Twin Cities;** Expected Graduation May 2024
- Bachelor of Science in Product Design
- Minor in Sustainability Studies
- GPA of 3.6

SKILLS:

- **Adobe** Photoshop, Illustrator, and InDesign.
- Designing digital **3-D models** of existing and conceptual products using **Solidworks, Inventor, Creo, and Alias.**
- Rendering models and **visual mock-ups** using **Keyshot.**
- Well versed in many forms of physical modeling to communicate product ideas and create **prototypes.**
- Analog and digital sketching to **iterate** and **communicate** possible products.
- Formating and presenting **the story** of the conception of a product.
- Conducting **user research and market analysis** including interviews, surveys, and brainstorming sessions, allowing the **inputs** and **constraints** learned to govern the workflow of **user-centered** projects.
- Use of **Figma** to create and iterate app layout and design.
- **C++** coding, creating software to connect to sensors, machines, and the internet.

ACHIEVEMENTS:

- College of Design Deans List 2020-2024
- Mr Football, 2020