

Evan Gill

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Summary

I am a cross-disciplinary designer with strong 3d printing & rapid prototyping skills. With project experience designing architectural interiors, furniture, outdoor gear, & pet products, I am always thinking of new products to improve our world & eager to learn more. One skill that sets me apart from other designers is my ability to concentrate for hours, which I use to work out complex engineering details, map system processes, and learn new software & tools.

Experience

Architectural Interiors Specialist

Fluid Interiors

Mar 2023 - Present (1 year 2 months)

- Design, drafting, and installation drawings for 10+ architectural product lines, including moveable walls, demountable glass storefronts, and freestanding structures
- Guide clients through live design sessions, specifying finishes, electrical, STC ratings, and add-ons
- Create custom solutions for clients by through additional technical drawings to the manufacturers and installers
- Spearhead Bluebeam custom estimation tools from scratch. Significantly decreasing drawing takeoff time and simplifying vendor coordination on bids



Architectural Product Designer

Navy Island Inc.

Oct 2022 - Mar 2023 (6 months)

- 3D model company's existing products for use across marketing, sales, and drafting
- Document departmental workflows and develop software guides for drafting
- Create Revit Families for our in-house drafters, reducing drafting time and increasing standards compliance



Architectural Drafter

Navy Island Inc.

May 2022 - Oct 2022 (6 months)

- Draft shop drawings for client approval
- Draft production drawings for in-house manufacturing
- Peer review shop and production drawings
- Communicate with the Project Manager and Sales Person to ensure accuracy



Medical Device Innovation Experience

Earl E. Bakken Medical Devices Center, UMN

Jun 2022 - Aug 2022 (3 months)

- Led project management for a team of 5 undergrads

- Ran brainstorming sessions, presentation practice, and user interviews with a surgeon
- Helped develop a works-like and looks-like prototype for a new flexible medical device



NOBO Thru-Hike

Appalachian Trail

Mar 2020 - Aug 2020 (6 months)

Backpacked ~2100 miles over 5-1/2 months, completing the Appalachian Trail

Education



University of Minnesota

Bachelor of Science - BS, Product Design

Sep 2017 - May 2024

Skills

User Experience (UX) • Computer-Aided Design (CAD) • Architecture • Presentations • Conceptual Design • Design Education • Communication • Site Visits • Technical Design • CET Configura

Honors & Awards

UMN Fall Makethon 2023 - 3rd Place - Technological Leadership Institute, University of Minnesota

Nov 2023

- Our team competed against 8 other teams to create a minimum viable product in 12 hours on the theme of "Sustainable Food + Agriculture Innovation."
- We created a digital app solution that connects farmers to sustainable agricultural solutions. This involved features such as public data integration about farmland, social networking for farmers, and customizable scheduling for crops.
- My main contributions were organizing the team, leading the brainstorming & group discussions, and helping design the app in Figma.