

PROFESSIONAL SUMMARY

Passionate, detail oriented industrial designer with 5 years of experience in creating innovative design solutions across architectural signage, wearable technology, and more, leveraging skills in Solidworks and Adobe Creative Suite to drive projects from concept to completion. Known for collaborative efforts in multi-disciplinary teams, consistently delivering high-quality results that exceed client expectations.

SKILLS

- Solidworks
- Keyshot
- Fusion 360
- 3D Modeling
- Architectural Signage Design
- Adobe Creative Suite (Illustrator, Photoshop, InDesign)
- Design Sketching
- Design Thinking
- Design Research
- Figma
- Rapid Prototyping
- 3D Printing
- User-Centered Design
- Cross-Functional Collaboration
- Product Design
- User Experience Design
- Fabrication
- Design Innovation

LANGUAGES

- Spanish
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PORTFOLIO

austinjeltres.com

EMPLOYMENT HISTORY

MAY 2025 - AUG 2025

Designer, Western Neon, Seattle

- Thoughtfully designed high end custom architectural signage, neon signage, wayfinding, public art, exhibits, and displays for well known high budget clients across Seattle.
- Worked under tight deadlines to produce and evaluate 3D CAD models in Solidworks and deliver fabrication ready CAD drawings and 2D drawings that are dimensionally accurate and can be easily understood by the fabrication team.
- Created intricate wiring diagrams, glass tube bending patterns, framing and fitment specifications, and hardware, mounting, and installation instructions.
- Delivered production files ready to be sent to CNC machines.
- Created visually compelling mockups, concepts, and proposals to sell jobs easily and garner client buy in.
- Collaborated with stakeholders company wide to get projects to the finish line - fully installed, on time, and under budget.

AUG 2023 - MAY 2025

Architectural Signage Designer, Vertical Visual Solutions, Mountlake Terrace, WA

- Designed and developed high-end custom architectural signage, entry monuments, environmental graphics, branded environments, wayfinding and directories, donor recognition systems, lobby signage, architectural elements, displays, and corporate identity packages that thrill clients and greatly enhance client visibility and brand identity.
- Developed concepts, layouts, and mockups based on project scope, budget, sales team feedback, and client expectations.
- Collaborated with outside design teams, architects, developers, contractors, project managers, structural engineers, and interior designers to bring their designs to life.
- Created detailed production ready scale drawings for internal and external sign packages, ensuring client buy in, and clarity for architects, contractors, fabrication, and installation teams.
- Utilized Solidworks CAD software to create detailed signage plans, custom parts and bracketry, and detailed specifications.
- Worked closely with sales, estimating, and project management teams to deliver projects on time, within budget, and to a high level of quality.
- Worked knowledgeably and creatively within the parameters of ADA sign code requirements and local sign code requirements creating innovative signs that are fully compliant with applicable codes.
- Created detailed permit drawings, master plans, and specifications for the mounting and electrical routing requirements of large illuminated blade signs, canopy signs, wall signs, monument signs, channel letters, and more.
- Coordinated and assisted internal fabrication team to develop and choose proper materials, colors, specifications, and production methods.
- Assisted sales team with design scope, budget, material options, and project management during the design process.
- Introduced new digital rendering techniques to present concepts, enabling clients to visualize final installations and make informed decisions.

MAY 2021 - MAY 2022

XR Creative Developer, Haptic Wearable Researcher / Designer, ASU Immersive Creation Studio, Tempe, AZ

- Worked as an industrial designer on a multi-disciplinary team developing PneuTouch, a haptic wrist-mounted device for rendering immersive touch sensations in virtual reality.
- Iteratively designed CAD models of the device in Solidworks and 3D printed parts and complete prototypes for in person evaluation.
- Co-authored an academic paper detailing our haptic device that was accepted to CHI 22 HCI Conference. The project can be viewed at <https://youtu.be/211pAwBYwxo>
- Collaborated with a cross-disciplinary team within Arizona State University's Learning Futures Collaboratory to envision and craft the future of VR-based education amidst the COVID-19 pandemic when in-person learning was impossible.
- Built prototypical immersive XR platforms for future VR learning environments.
- Created intuitive user interfaces and seamless user experiences for VR learning environments that catered to the needs of both students and professors alike.

SEP 2021 - MAY 2022

Biomimetic Designer, Makerspace Aide, NatureMaker - ASU Biomimicry Center

- Led tours showcasing NatureMaker (our library of natural artifacts) and the Biomimicry Center engaging visitors with interactive exhibits and insights centered around biomimicry.
- Cataloged and maintained a diverse collection of natural specimens for educational use.
- Inspired and assisted students in using natural artifacts & biomimicry principles to augment and inform their design or research work.
- Worked on a system to view 3D scans of specimens in augmented reality.
- Supported makerspace projects, assisting with 3D printing, laser cutting, & other creative fabrication projects.

NOV 2021 - APR 2022

Freelance Industrial Designer, Pocket Please LLC

- Led the design and development process for a wearable sleep device, achieving a user-centric product that aligns with industry trends.
- Evaluated market data to identify strategic positioning for the new product, facilitating informed business decisions and growth opportunities.
- Pioneered design concepts through exploratory sketches, refining them into higher fidelity sketches and renderings proposing what the final product could look like.
- Utilized Solidworks CAD modeling, 3D printing, and sewing to create iterative prototypes ensuring design accuracy and functional feasibility.

AUG 2020 - MAY 2021

Graduate Teaching Assistant, Arizona State University, Tempe, AZ

- Spring 2021 - IND 317 20th-Century Design II: Graded papers and projects, offered guidance, and answered student questions.
- Fall 2020 - IND 120 Drawing for Industrial Design: Assisted with 2 sections of Drawing for Industrial Design.
- Coordinated all in classroom Zoom and remote learning technology.
- Explained, oversaw, and reviewed in class sketching exercises and assignments.
- Answered student questions and gave feedback on work in class and via Zoom.

EDUCATION

2019 - 2022

Master of Industrial Design, Arizona State University, Tempe, AZ

GPA: 4.00/4.00

2014 - 2016

Bachelor of Supply Chain Management, Michigan State University, East Lansing, MI

GPA: 3.43/4.00

Ulrey Cooperative Scholarship, *Recipient*

Czepinski Family Endowed Scholarship, *Recipient*

2012 - 2014

Associate of Liberal Arts, Grand Rapids Community College, Grand Rapids, MI

GPA: 3.78/4.00

Dean's list: 4 Semesters

Graduated with honors