

KEVIN HSIEH

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OVERVIEW

Industrial Designer who pays extreme attention to detail.
Experienced team player, who also is self sufficient.
Exceptional observational skills.
Multilingual, fluent in Mandarin, Cantonese, and English.
Ability to generate unique concepts that can be turned into functioning products.

WORK EXPERIENCE

The Kenwood Group
Apple Technical
Coordinator
May 2010 - Current

Apple desktop support and server admin.

FREELANCE
Web site design &
development
March 2009 - Aug 2009

Worked closely with graphic designers and clients to provide the best end solution. Researched the client's needs, the company's goals and produced web site design and back-end development. Projects included: product photograph, post-shoot digital photo correction, brochure design, ecommerce, and back-end data handling.

APPLE INC.
Mac specialist
Nov 2007 - March 2008

As a mac specialist, took on various roles throughout the store including that of Concierge, a personal shopper and Mac Specialist that required an extensive knowledge of all Apple products. Taught daily workshops on various software applications and provided unique solutions to individual customers.

SMWM
Intern
Feb 2006 - May 2006

As an intern, researched and performed site visits for numerous on-going projects, including creating virtual models with software such as Revit, 3D Studio Max as well as making physical models of houses with foam, cardboard and other materials. Contributed to company meetings, focusing on team issues as they related to current projects. Worked with the graphic design department using software such as Adobe InDesign and illustrator to produce brochures for housing projects and in-house company collateral.

UCSF
Cellular Engineering
Researcher
May 2006 - Oct 2006

As a cellular engineering researcher, mixed chemicals, prepped the lab for experiments, participated in meetings and 'brainstorming' sessions and prepared petri dishes to ensure that cells were growing properly. All work was done with an extreme attention to detail. While employed, designed a team logo for iGem, the robotic cell competition for the University of California San Francisco Team.

TECHNICAL PROFICIENCY

PROTOTYPING
Rapid prototyping &
Hand crafting

Laser cutter, Eden 333 Prototyping Machine, ShopBot-CNC, Bridgeport mill, Lathe, vacu-form, resin casting, Band Saw, Table Saw, Belt Sander, Disc Sander, Soldering, Arduino.

SOFTWARE
Design Communication &
Other Softwares

Adobe Photoshop, Illustrator, In Design, Dream Weaver, Processing, Solid Works 2010, PhotoView 360, BunkSpeed HyperShot, Wacom Tablet, Microsoft Office, iLife, iWork.

EDUCATION

CALIFORNIA COLLEGE OF THE ARTS
B.F.A Industrial Design
Due to graduate Spring 2012

SAN FRANCISCO STATE
B.F.A Industrial Design May
2008

REFERENCE

Matthew Swinton
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