

Joshua Garcia
Designer

Say Hello.

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Experience

Product Designer

Disco (Full-time)

Los Angeles, California (September 22' - Present)

Building products to help direct-to-consumer brands grow and expand their reach.

Product Designer

Upperstudy (Freelance)

Los Angeles, California (March 22' - September 22')

Worked with startups on tools for transportation, logistics, communication, and food delivery. Managed product development, strategy, cross-functional teamwork, and design systems.

3D Designer

MKG (Full-time)

Los Angeles, California (July 21' - February 22')

Designed and supported spatial experiences for Grubhub, Maui Moisture, Meta, and WeTransfer. Managed concept development, budgets, prop sourcing, collaborated with vendors, and oversaw project execution.

3D Designer

Production Club (Freelance)

Los Angeles, California (May 19' - May 20')

Designed immersive spatial experiences for AWS re:Invent 2020, Ethereum Foundation's Devcon V, and YouTube Gaming's Game Awards After Party. Supported in concept development, budgeting, vendor collaboration, and project execution.

Art Director

Nasa, Jet Propulsion Laboratory (Contract)

Los Angeles, California (January 19' - May 19')

Helped scientists and engineers in communicating their remarkable discoveries, research, and experiments. Led strategy and art direction.

Industrial Designer

Philippe Malouin (Internship)

London, United Kingdom (September 18' - December 18')

Helped the team in designing furniture, lighting, and consumer goods for companies like Marsotto Edizioni, Resident, Ace Hotel, and Hay. My role included researching, ideation, and developing concepts.

Industrial Designer

Visibility (Internship)

New York City, New York (January 18' - April 18')

Helped the team in designing furniture, lighting, and consumer goods for companies like Roll & Hill, Sweetgreen, and Myro. My role included researching, ideation, and developing concepts.

[See more on LinkedIn](#)

Education

Art Center College of Design

Pasadena, California (Graduated: August 17')

Bachelor of Science: Environmental Design

Skills

Print & Digital

Adobe Creative Cloud and Figma.

3D Modeling

Rhino, Grasshopper, Vray, Houdini, Unreal Engine 5, Solidworks.

Programming

HTML, CSS, Javascript, C++, C#, Python.

Recognition

ICFF

Miami, Florida (October 17')

Project Featured: Lift Furniture System

Sturt Haaga Gallery Descanso Gardens

La Cañada Flintridge, California (April 16')

Project Featured: Invisible L.A.

ATU Internation

Quito, Ecuador (April 16')

Project in Production: Lift Furniture System

joshua-garcia.com