

## Education

Bachelor's Degree in  
Industrial Design, *College for  
Creative Studies*

Winter  
2024

# Devin



# Kakuda

My objective is to find a design position that leverages my passion with automotive products, especially the exterior design. My professional training, coupled with my "hands on" experience, makes me a uniquely qualified candidate

## Software

- Rhino3D
- Blender
- Alias
- Solidworks
- Keyshot
- Ultimaker Cura
- Adobe Illustrator
- Adobe Photoshop
- Adobe Premiere
- Adobe After Affects
- Adobe XD
- Figma

## Professional Experience

01

**Makers Garage,**  
Designer,  
Summer of 2023

- Created a carbon color blocking graphics using silver, blue, black (clear carbon), and red for Cunningham Automotive. Cunningham builds full carbon C8 Corvettes with an active aero rear wing
- Created promotional animations displaying Cunninghams C8 in Keyshot and Blender.
- Created wheel designs for the Ford Maverick Truck

02

**Ferro Industries,**  
Design Engineer,  
Summer of 2022

- Developed a hand sander attachment specifically for automotive body work
- Used Rhino3D to model sketches
- Printed functional prototypes using an Ender 3 with TPU filament, to get a better understanding on the design in real life situations
- Created an ergonomic hand block sander
- Carved out a mock-up prototype for volume and scale testing using Rem foam
- Received positive feedback at SEMA on prototypes

03

**BMK Solutions,**  
Business Developer  
Summer of 2019-20

- **2019:** Pursued a non-paid internship to gain experience in a professional setting while learning software development and teamworking skills
- Learned Postgres SQL, Jasper ETL, and iReports
- Supported the database development for BMK clients by creating table scripts and ETL jobs to extract data from Exvel spreadsheets
- **2020:** Worked with a team consisting of one leader and four developers
- Reverse engineer 10 reports written in BIRT and reproduce in iReport. The job included writing SQL queries, creating iReports, and testing the reports
- Clients confirmed it met expectations and requirements

## Product Designer

## Personal Projects:

- **1991 Mustang LX (Senior Project)-** Created, modeled (Alias and Blender), produced and assembled a custom body kit on a ground-up restored Mustang. The ground-up restoration included completely stripping the car, rebuilding the engine, and reassembling the vehicle. The custom body kit required me to scan the Mustang and model print-ready designs in Alias/Blender.
- **3D Printing-** I purchased and assembled a large format 3D printer (Modex 180x printer). Calibrated and printed several body kits. Currently quoting custom print jobs for businesses.
- **Vehicle Animation-** I currently model and animate short videos to showcase my vehicle designs.