

# alyssa garay

designer

mail: [alyssagaray00@gmail.com](mailto:alyssagaray00@gmail.com)  
website: <https://alyssagarayid.webflow.io/>  
linkedIn: [/in/alyssaalexandragaray/](https://www.linkedin.com/in/alyssaalexandragaray/)

## get to know me

innovative

curious

perceptive

passionate

collaborative

flexible

Hey there, my name is Alyssa! You probably wanna learn a little more about me, so here are the basics: I'm 27, I live in east la, and I love problem solving and design! Over the years, I've been able to hone my eye for design and utilize my technical skills to design, engineer and create products for people and brands. I'm big on trend and design exploration, staying curious, and keeping my brain busy whether that's through a side project I cooked up, tinkering with my car or playing 8 ball somewhere on the eastside. Consider me your jack of all trades, Its so nice to meet you.



## places i've worked

### dr. squatch

August 2023 - Present  
Los Angeles, CA

#### packaging & lead hardgoods designer

- Led design and development of three patent pending products from concept through production, generating \$3.9M in revenue on DTC and setting new benchmarks for user experience and form that lead to the acquisition by Unilver.
- Resolved componentry issues by analyzing technical drawings, identifying root causes in damaged or out-of-spec components, and engineering design focused solutions that improved product performance, user satisfaction, cost margins.
- Designed and iterated packaging solutions for several personal care categories as well as creating renders for marketing and social media initiatives, collaborating with manufacturers to review tools, samples, and production to ensure timing and product quality for critical launch dates.

#### packaging & hardgoods associate

- Developed retail displays with engineers, ensuring structural integrity, visual appeal, and manufacturability aligned with brand standards.
- Coordinated and managed project timelines, aligning design milestones with engineering, testing, and production to meet critical launch dates.
- Partnered with cross-functional teams to produce 3D concept renders, visualizations, and mockups for packaging, retail display, and marketing initiatives

### primer studios

October 2021 - April 2023  
Los Angeles, CA

#### industrial designer I

- Analyzed data & conducted custom research on competitive products, users, and markets to develop key design problems and insights
- Lead design development from initial sketching to DFM (design for manufacturing) in collaboration with engineering teams for final production
- Developed end-client presentations including production-ready designs, 3D product renders, animations, and tech packs
- Developed go to market strategy and artwork such as social media assets, design packaging, and web assets
- Responsible for final product CMF and created corresponding graphic and CMF documentation for clients and manufacturers

### legacy semiconductor

June 2020 - October 2021  
Beaverton, OR

#### electronics technician / operations assistant

- Utilized schematic diagrams to solder, repair and test machine parts and Printed Component Boards (PCB).
- Assembled product kits as well as constructed parts included in kits for semiconductor foundry equipment.
- Conducted quality inspections and tests on outgoing products to ensure compliance with customer specifications and requirements.

## my education

### university of oregon

2016 - 2020  
Eugene, OR

#### bachelor of arts / product design

focus in ceramics, wood, fibers and plastics

## what i can do

#### programs + languages:

- Blender
- Rhino 3D
- Grasshopper
- Keyshot
- Solidworks
- Adobe CC
- HTML/ CSS
- Javascript

- Python
- Webflow

#### skills + focuses:

- MFG
- 3D Printing
- DFM
- Rendering
- Graphic Design
- Concept Development
- Packaging Design
- DFA
- CMF Documents
- Project Management
- Illustration