

# MARK PLATT

 Engineering & Design



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## SKILLS

### Webflow 8yrs

- Developed personal portfolio with Lottie and Spline assets.
- Designed and delivered website for fine dining restaurants.
- Leverage SEO and Google analytics to increase and monitor site performance.

### Adobe suite 10 yrs

- Photoshop, Illustrator, InDesign, Premiere Pro, and After Effects.

### UI/UX (Figma) 5 yrs

- Interactive app prototypes with focus on targeting intended markets.
- Created prototypes for digital cookbooks, Iowa State bowling reservations, and traveling apps.

### Fabrication 12yrs

- Built, modified, and used 3D printers for prototypes and final products
- Used Computer Aided Manufacturing (CAM) to fabricate metal parts.

### 3D Modeling 8yrs

- Created assemblies with hundreds of parts used for rendering and fabrication.
- Proficiency in Solidworks, Inventor, Fusion360, and Onshape.

### Rendering 5yrs

- Create photorealistic mockups for product advertisement, concept analyses, and web animation integration
- Proficiency in Blender, C4D, Keyshot

## EDUCATION

Ames, Iowa | 2021 - 2025

**Iowa State University**

Bachelors of Industrial Design

## AWARDS

### Most Innovative

Industrial Design capstone

### Radical Engineer of Excellence

Robocup design team

## SUMMARY

Industrial designer with a passion for creating user-centered products that blend functionality and aesthetics. Proven ability to lead prototype development, manage workshop operations, and enhance digital visual experiences. Skilled in CAD modeling, fabrication, and web design, with a strong track record of delivering engaging solutions for both physical and digital platforms.

## EXPERIENCE



### Ciao Bella & Zelo

Nov 2023 - Aug 2025

Web Designer

- Designed and prototyped updated websites for two restaurants using Webflow, creating functional prototypes for testing and approval before final publication
- Utilized Blender and Adobe Photoshop to digitally enhance images, including replacing table settings with candles, plates, and wine glasses



### Iowa State University

Sep 2022 - Aug 2023

Shop Safety Monitor

- Ensured student safety as well as providing guidance and problem-solving assistance to over two hundred students & faculty who use the facility to create mockups and prototypes of their studio projects.
- Designed and fabricated innovative workshop systems, including a 3D print shredder and automated photobooth backdrop.
- Enhanced shop efficiency and student engagement through hands-on learning experiences at Iowa State University.



### Gamebolt Automation

Sep 2020 - Mar 2021

Product Development Leader

- Led end-to-end design, fabrication, and testing of robotic prototypes for the startup's "Robot Hunting" product development.
- Utilized 3D printing, laser cutting, and Arduino to iterate rapidly.
- Collaborated closely with a programmer to identify and implement hardware solutions that best supported software requirements.



### Heartland America

Jun 2019 - Mar 2020

Graphic Designer

- Created over 200 product overview tiles for membership email catalog.
- Edited vendor-supplied photos to isolate products and integrate key highlights for distribution to the online catalog's membership base