NICOLAS DONOSO

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SKILLS:

Digital Sketching:
Procreate, Adobe Photoshop

Graphic: Figma, Adobe Illustrator, Adobe InDesign, Powerpoint, Photography, Webflow

CAD and Visualization:
Solidworks, Rhino, Gravity Sketch, Keyshot

Design Process: Hand Sketching, Design Research, 3D Printing, Stitching, Sewing, Mold Making

Artificial Intelligence:
Midjourney, Vizcom, Chat GPT, Gemini, Notebook LM

Soft Skills: Collaboration, Communication, Receptive to Feedback, Leadership, Detail Oriented, Critical Thinking, Interdisciplinary Approach

AWARDS:

- Kusske Design Initiative Scholar
- Caleb Dorr Scholarship
- Tau Sigma National Honor Society Member
- 3rd Place in Wisconsin Congressional Art Competition

LANGUAGES:

- Spanish - Fluent

WORK EXPERIENCE:

Draft Drift / Freelance Industrial Designer
08/2025 - Present, Minneapolis, MN
- Leading product development of a footwear project from research to brand development, design, and prototyping.
- Built a fully wearable prototype of the shoes that were displayed at the Detroit Auto Show.
- Utilized design research methods for in-person target demographic research.
- Developed a new brand including name, logo, and brand identity.

Minnesota Design Center / Design Research Assistant
01/2026 - Present, Minneapolis, MN
- Supporting underserved local communities through design projects with a focus on product design and urban design.
- Working in an interdisciplinary design team to execute design solutions.

GE Appliances / Industrial Design Intern
08/2024 - 08/2025, Louisville, KY
- Worked on small and major kitchen and home appliances. Developed and visualized user-centric solutions through sketching, CAD, and Keyshot.
- Worked on developing an accessible product line with a focus on creating beautiful products that are designed to be easily used by people with a range of abilities.
- Carried out stakeholder, user pain-point, market, and opportunity gap research to inform design direction and scope.
- Developed new Visual Brand Language directions for product categories in 3 of GE Appliances' brands. Guided design with consumer insight and trend research.
- Worked on iterative 3D pritning and foamcore prototyping to flesh out design concepts.

Tennant Company / Industrial Design Intern
05/2024 - 08/2024 & 06/2023 - 08/2023, Minneapolis, MN
- Researched and developed an improved user experience and UI for an autonomous cleaning machine. Focused on ease of use and curating an intuitive experience.
- Worked with engineers to develop product component improvements.
- Learned sketching and surface modeling in Gravity Sketch to represent and communicate concepts 3-dimensionally.
- Researched integration of AI technologies like Midjourney and Vizcom into the design process to increase breadth of concept exploration.

EDUCATION:

University of Minnesota / Bachelor of Science in Product Design
09/2021 - 05/2026, Minors in Sustainability Studies and Interdisciplinary Design
- 2022, 2023, and 2024 Dean's List.

LEADERSHIP EXPERIENCE:

UMN Collaborative Arts Club / Co-President
03/2022 - 01/2024
- Co-founded and ran the UMN collaborative arts club, a small student organization creating a community of people passionate about art.
- Organized collaborative projects such as group paintings between members.