



Scott Melanson

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www.scottmelanson.com

Professional Experience

Lava Design, Minnetonka, MN

April 2014 - Present

Senior Product Designer

- Design, Concept Development, and Engineering for Various Companies/Cientele
- Management of Marketing, Website, and Outreach to Local Colleges
- Management of Numerous Projects, Clients, and Employees within

University of Minnesota, Minneapolis, MN

August 2015 - Present

Associate Professor/Adjunct Faculty

- Help to Write and Submit Curriculum for the upcoming Product Design Major
- Assist in the instruction of Concept Sketch Introduction, Advanced Concept Development/Presentation, and Advanced SolidWorks and Animation classes

Scott Melanson Design, LLC, Minneapolis, MN (Freelance)

January 2013 - Present

Founder/Lead Creative

- Design, Concept Development, and Engineering for Various Companies/Cientele
- Management of Numerous Projects, Clients, and Coordination through Production

Big Appl Labs, New York City, NY

May 2012 - Present

Creative Director

- Management of Marketing, Graphic Design, and Visual Properties for Several Brands
- Logo and Website Ideation and Final Export for Press and Advertising
- Advanced Thinking for Market Trend Analysis and Prediction

Sportech, Elk River, MN

January 2013 - April 2014

Industrial Designer

- Design, Engineering, and Project Management of OEM Parts for the Powersports Industry
- Working with clients such as Arctic Cat, Honda, BRP, Polaris, and John Deere
- Team Working with Teams of Engineers, In-House and Abroad, for Class A Execution
- Development of Patentable Technologies and IP for Advanced Concepts

Kablooe Design, Blaine, MN

January 2012 - January 2013

Product Designer

- Concept Development and Ideation for Multiple Medical and Consumer Companies
- Production Level CAD Modelling and SLA/FDM Export for Testing and Verification
- Video Editing and Documentation of Work and Special Projects

Lava Design, Spring Park, MN

June 2010 - December 2011

Product Designer

- Concept Development and Engineering for Various Companies/Cientele
- In Charge of Marketing and Promotional Materials for Lava as a whole
- Starting company relations between Major Clients like Hasbro and Capsule

Hasbro Inc., Pawtucket, RI

Summer 2009

Product Designer - Game Design

- Concept Development and Ideation for Parker Brothers and Milton Bradley Brands
- Brainstorming and Play Testing Various Emerging and Current Games for User Experience
- Presentation Illustration, Assembly, and Support

Education

Cleveland Institute of Art, Cleveland, OH

2006 - 2010

BFA in Industrial Design (Automotive and Product Design)

Wentworth Institute of Technology, Boston, MA

2003 - 2005

Associates Degree in Industrial Design

Skills

Drawing Skills: Marker, Paint, Pencils, Charcoal, Ink, Pastels

Model Making: Wood, Renn, Foam, Metal, Clay, Paper, Resin, Plastics

Software: Adobe CC Collection, SolidWorks 2009-2016, Microsoft Office 2015, AliasStudio 2009 - 2012, SketchbookPro, Bunkspeed Suites, Keyshot Sony Multimedia Suite, Joomla/Wordpress (Working Knowledge)

Photographic: Digital and Silver-Based Processing (35mm to Medium 120 Format)