Resume

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TIAN PAKKO

EXPERIENCE

Plank & Hide Co.

Senior Product Designer + Engineer June 2024 - Present

Developed designs and detailed technical specification sheets using Fusion360 and Adobe Creative Suite. Organized files for easy access and collaboration. Coordinated design team with both sourcing and international manufacturing partners to align on product development. Ensured manufacturability and quality standards. Forecasted trends, selected materials, and researched industry insights to guide creative direction. Managed branding standards across marketing copy, social media, and website content to enhance product appeal.

Frontgate

Textiles and Concept Internship Jan - April 2023

Used Pantone to create a screen, print, and physical system for ensuring material color and finish accuracy across platforms. Curated trend insights across product categories and applications. Created seasonal reports on location, lifestyle, textile, color, and case good applications. Aligned trend, concept, and design with company mission and aesthetic intent.

Frontgate

Furniture Design Internship May- Aug 2022

Conducted competitor and trend research to inform the design of indoor and outdoor furniture and home goods concepts for retail. Led the design development and presentation of projects to cross-disciplinary teams. Studied material construction candidates for CMF application. Reviewed manufacturing samples for product quality assurance and color accuracy. Identified opportunities to enhance the relationship between brand and customer.

Hasbro

Product Design Internship | PJ Masks Jan - Apr 2021

Designed new CMF options for toy development and branding for the TV series PJ Masks. Created deco spec sheets as well as seasonal and novelty color concepts. Generated new product design ideas. Utilized design thinking and visualization to facilitate rapid prototyping and manufacturing.

University of Cincinnati

Student Research Assistant May - Aug 2020

Curated insights for The Future of Work: Strategy and Design Activation, a research project examining the effects on human behavior trends, human response to stimuli, AI, and the future of education & training models in a post-COVID world. Engaged in co-operative design research to design user experience products and user interface experiences. Conducted qualitative interviews. Created timelines, proposal reports, and performance metrics to gauge progress. Synthesized and presented findings to university faculty.

EDUCATION

University of Cincinnati
B.S Industrial Design
2019 - 2024

Rosewood Woodworking School
Furniture and Cabinetmaking
Sept - Nov 2023

Chelsea College of Arts
Product and Furniture Design
Sep - Dec 2022

Chicago School of Shoemaking
Maker in Residence
Sept - Nov 2021

SKILLSET

*certified

Adobe - Illustrator* - Photoshop - Indesign - CLO* - Keyshot - Fusion360 - Rhino 3D - Procreate - Solidworks - Blender
Metalwork - Woodworking - Leather - Sewing - Patterning - 3D Printing - CNC Machining - Sketching - User Research
Storytelling - Branding