

JOSH CANTOR

JCANTORDESIGN.COM

631 Avenida Vaquero
San Clemente, CA 92673
949.291.1750

Experience

Brooks Rorke Design Guilford CT

Consultant working on research, ideation, sketch rendering, 3d modeling and presentations for a variety of consumer goods including window fans, desk fans, interactive dog toys, and a spirit chiller and dispenser.

Kel Group, Inc. Brea CA

Consultant currently working on hands free faucet designs for bathroom and kitchens.

Tandem Design Irvine CA

Consultant working on research, ideation, 3D modeling and presentations for consumer electronics including internet radios, sound systems, modular computer system, interface design, and tablet computers.

Stuart Karten Design El Segundo CA (Internship)

Research, ideation, and renderings of a portable media viewer for photographers. Collaborated on office supply concepts with ideation, renderings and mockup models. Researched and developed a style guide with one other designer for multi-billion dollar company to unify their designs for the next 10 years.

Ashcraft Design Marina Del Rey CA (Internship)

Designed a television, surround sound speaker system and receiver/media player. The process included research, ideation, rendering, 3D modeling, and mockup models. Design of wireless receiver for wall mounted speaker system. Researched and collaborated on color and material study for portable hard drives.

Education

Art Center College of Design Pasadena CA

Bachelor of Science in Industrial Design, April 2009

Skills

Design

Market, user, and identity research. Creative problem solving, strategy, and conceptualization or products. 2D and 3D sketching in classic and digital mediums. 3D modeling. Rendering in Adobe Photoshop, Maxwell Render and Bunkspeed. Basic model making for ergonomic and presentation models. Layouts, print and digital presentations.

Technical

Solidworks, Alias, Adobe Photoshop, Adobe Illustrator, Adobe Lightroom, Adobe Indesign, Adobe Dreamweaver, Corel Painter, Maxwell Render, Bunkspeed, Microsoft Office.