

**MICHAEL SHAUB**

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EDUCATION 2004 *Art Center College of Design, Pasadena, CA*  
Master of Science, Graduate Industrial Design

2001 *Art Center College of Design, Pasadena, CA*  
Bachelor of Fine Art with Honors, Illustration

1998 *American Academy of Art, Chicago, IL*  
Associate of Applied Science, Illustration

EXPERIENCE present *Project Manager / Designer*

2006 Sussman/Prejza & Co., Inc., Culver City, California  
Leading teams in projects ranging from signage and wayfinding to branding to animated lighting to interiors. Responsibilities include design, management of staff and budgets, client presentations, and fabrication oversight.

2006 *Freelance 3D Visualization*

2003 Sussman/Prejza & Co., Inc., Culver City, California and Softmirage, Costa Mesa, California  
3D modeling, lighting, rendering, and animation for EIR, marketing, and presentations and design study.

2003 *Teaching Assistant - Graduate Program*  
Art Center College of Design Pasadena, California  
Involved in planning and teaching of several courses for beginning students. Conducted several workshops in electronics and multimedia programming for Graduate Industrial Design students.

2001 *Production Designer*  
Rudolph Florence Los Angeles, California  
Created conceptual illustrations, miniatures, full scale sets, and prop pieces.

2000 *Mok Institute Team Leader*  
Art Center College of Design  
Selected to participate in an interdisciplinary team project to explore techniques in group design and design education. Facilitated ideation and production processes and organized time and labor management in an exclusive educational experiment, funded by Art Center alumni Clement Mok.

1998 *Independent Contractor*

1996 Echo 3 New Media Wheeling, Illinois  
Production duties included 2D graphics, compositing, both 2D and 3D animation for video and CBT (computer based training). Responsible for design, development, and production of graphics. Clients included: SAP, Coca-Cola, Disney, and local companies.

COMPUTER KNOWLEDGE *Strong knowledge in: Photoshop, Illustrator, InDesign, 3ds Max and VRay, SketchUp, AutoCAD, PowerPoint*  
*Working knowledge in: Processing, AfterEffects, Dreamweaver, Flash, Rhino and Grasshopper, SolidWorks*

SKILLS & HOBBIES *Strong prototyping skills; Mechanical, Electronics, Multimedia Programming, and Interfacing between existing products. I enjoy Cooking, Camping, Kinetic Sculpture, Interactive Media and Art, Robotics, Lighting Design, Mobile Phone Technologies*

SPECIAL RECOGNITIONS 2008 *SEGD Merit Award for Universal Studios Cinemas*

2002 *Teleactor Model, Scrub Brush, and Speaker Models chosen for display in Art Center Student Gallery*

2001 *Art Center College of Design Scholarships*

2000 *Selected to participate in the Mok Institute Project*

*References available upon request*