



NICK SWISHER

industrial design

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Cincinnati, Ohio

Professional Experience

Easy Way Products Co.



Product Designer / June 2024 - December 2025

Designed premium seating solutions for the United States' top home and commercial furniture brands. Led in-person design consultations with B2B customers. Created cushion designs, fabric patterns, manufacturing specifications, product samples, and new product innovations.

Westcott & Schaff Picture Framing



Picture Framer / Fall 2022 - Spring 2024

Designed, fabricated, and installed premium custom picture framing.

O-I Glass



Industrial Design Co-Op / Spring 2022

Designed glass-packaging solutions for the world's leading glass company, Owens-Illinois. Performed user & market research, sketch ideation, 2D & 3D CAD, label design, and 3D rendering. Designed new stock products as well as bespoke solutions for Campbell Soup company, GT's Kombucha, Herdez Salsa, Nounós Creamery, and Boomerang Premium Water.

Rewarded 3 design patents.

Thyssenkrupp BILSTEIN



Design Co-Op / Spring 2020 - Fall 2020

Performed a variety of design services to assist BILSTEIN in transforming its brand. Designed and created product renderings in KeyShot. Designed labels and laser etchings for physical products. Developed UX concepts and website prototypes in Adobe XD. Storyboarded and animated short promotional videos. Designed new brand identity assets.

Education

University of Cincinnati, DAAP



Class of 2023

Bachelor of Science in Industrial Design

University Honors Program and Cincinnati Scholar

Dean's List

GPA: 4.0

My Interests

Currently learning the Unity game engine and the C# programming language.

Favorite musician is Susumu Hirasawa.

Favorite film is *The Fellowship of the Ring*.

Favorite thing to do is drawing nature scenes of visited places.

Current Projects

Ask about what's in the works!

Designed and fabricated an art toy.

Creating two video game premises inspired by the 2D-action & point-and-click adventure genres.

Hard Skills

Design Disciplines:

Product Design

Experiential Design

Character Design

Toy Design

Furniture Design

Speculative Design

UX/UI Design

Design for Manufacturing

Digital Skills:

Adobe Creative Suite (Photoshop*, Illustrator, InDesign, After Effects, XD) *Certified Professional



Affinity Studio (vector, pixel, & layout)

Blender 3D (modeling, sculpting, rendering)

Unity Game Engine

KeyShot

Autodesk Fusion 360

SolidWorks

Sketchbook Pro

Microsoft Office 365 (Word, Excel, PowerPoint, Outlook)

Analogue Skills:

Sketching & Drafting

Rendering

Prototyping & Model Making

3D printing (FDM, SLA, & SLS) & Resin Casting

Laser Cutting

Woodworking (joinery, saws, lathes, drills, drill press, jointer, planer, domino cutter, etc.)

Illustration & Fine Art

Project Management

Design Thinking

User Research