



NICK SWISHER

industrial design

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+1 (513) 545-4608

Cincinnati, Ohio

Professional Experience

Eleventyplex

Toy Sculptor, Designer / January 2026 - Present

Designing and sculpting 3D solutions in ZBrush for the world's leading toy companies; including Mattel, Hasbro, & Spinmaster. Coordinating product development and correspondence with 10+ licensors. Special consideration to materials and manufacturing. 12 products completed and going to market soon.

Freelance Industrial Designer

October 2025 - Present

Completing 3+ industrial design contracts for various toy and game industry clients.

Easy Way Products Co.



Product Designer / June 2024 - December 2025

Designed premium seating solutions for the United States' top consumer and commercial furniture brands; including Frontgate, Arhaus, Crate & Barrel, & West Elm. Led in-person design consultations with B2B customers. Developed cushion designs, fabric patterns, manufacturing specifications, CAM programming, and new product innovations.

Westcott & Schaff



Art Installer, Picture Framer / September 2022 - June 2024

Designed, fabricated, and installed premium custom picture framing. Experience includes design consultation, woodworking, art handling, print design, & graphic design.

O-I Glass



Industrial Design Co-Op / Spring 2022

Designed food & beverage packaging solutions for the U.S.'s leading glass-packaging company, Owens-Illinois. Performed market research, sketch ideation, 2D & 3D CAD, label design, and 3D rendering. Designed stock products for O-I 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

Designed product and branding solutions to transform BILSTEIN for the modern social-media-powered marketplace. Designed and executed product renderings in KeyShot. Designed stick-on and laser-engraved labels for new products. Developed website UX prototypes in Adobe XD. Storyboarded and animated short promotional videos.

Education

University of Cincinnati, DAAP



Class of 2023

Bachelor of Science in Industrial Design

University Honors Program and Cincinnati Scholar

Dean's List

GPA: 3.8

Current Projects

Ask about what's in the works!

Designed and fabricated a premium art toy.

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

Hard Skills

Design Disciplines:

Product Design

Toy Design

Furniture Design

Brand Design

Experiential Design

Packaging Design

Automotive Design

Design for Manufacturing

Graphic Design, Prepress, & Print Production

Digital Skills:

Adobe Creative Suite (Photoshop*, Illustrator,

InDesign, After Effects, XD) *Certified Professional



Affinity Studio (vector, pixel, & layout)

ZBrush (sculpting, hard-surface modeling)

Blender 3D (sculpting, hard-surface modeling, rendering)

Unity Game Engine

KeyShot (rendering)

Autodesk Fusion 360

SolidWorks

Prepress Software & Print Design

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

Analogue Skills:

Prepress & Print Production

Sketching & Drafting

Rendering

Prototyping & Model Making

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

Laser Cutting, CNC Machining, & CAM Programming

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

Ceramics & Clay

Illustration & Fine Art

Project Management

User & Market Research