

Édouard Urcades,  
Physical–Digital Products Designer  
*né*  
Industrial Designer

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The Design School at  
Arizona State University,  
Bachelor of Science in Industrial Design  
August 2009 – May 2013

Résumé, Letter Format

*Employment:*

Learning Gardens  
2016 — Ongoing  
Co-founder, Facilitator

Tumblr  
December 2015 — Ongoing  
Digital Product Designer,  
Tumblr Labs Lead

IBM  
April 2013 — December 2015  
Digital Product Designer (UX-focus),  
Prototyper, Education Lead and Facilitator,  
Co-founder of IBM Community Radio

Freelance Works  
2010 — 2013  
Industrial Design, Branding, Research

Henkel Consumer Products  
December 2012 — May 2013  
Industrial Designer, Design Researcher

Vantage Mobility International  
September 2012 — May 2013  
Industrial Design/Research Lead

*General Working Context:*

I'm interested in strategic, higher-level, organizational aspects of work  
I practice a wide gamut of qualitative/quantitative research, from which all my work stems.  
I have worked on large, multinational, multi–role teams, and can handle remote work without a hitch.  
I have facilitated workshops for non-designers, teaching them to prototype, and I currently co-organize a meta-organization called Learning Gardens.

*Software & Work Frameworks:*

Figma, Sketch, Adobe 2D products, etc.  
Rapid physical prototyping:  
Wood, foam, plastic, metals — I can shape 'em all  
User Research tooling, improvised and otherwise  
Git and VCS systems, in general  
I can draw pretty well, wireframe, doodle, etc.  
Up-to-date with rapidly evolving frontend dev tools:  
Prototyping capability via HTML/CSS/JS  
Learning React ecosystem(s)  
Various 3D apps/workflows:  
Rhino, Solidworks, Blender, Cinema 4D

I am an autodidact, non-dogmatic, and try everything at least once.