

WWW.ROBERTGUYSER.COM.
PHONE 847-812-3807 • E-MAIL ROBERT@ROBERTGUYSER.COM
2649 W. NORTH AVE., CHICAGO, IL 60647

ROBERT GUYSER

ART DIRECTION, DESIGN & DEVELOPMENT

OBJECTIVE

Art director, designer, or product developer role in which I can apply my well honed skills creating world class designs.

EXPERIENCE

4/06/09 –Present **AllIn1E LLC.** Chicago, Illinois

Director of Design

Having become involved with AllIn1E LLC. shortly after their startup opened, I eventually designed every aspect of both the companies identity and their flagship product. In addition I have created a social media based marketing campaign for AllIn1E and many other designed or engineered deliverables.

- Designed flagship product - from initial sketches to final engineering
- Created and designed the AllIn1E LLC. branding and identity
- Designed and developed Wordpress ecommerce website
- Designed and oversaw printing of many print projects for magazines, promotional use, and development
- Designed themes for twitter and YouTube
- Designed and planed AdWords campaigns - designed Sales funnels
- Designed and fabricated tradeshow presence including kiosks, banners and signage, table displays, furniture, and video
- Close collaboration with company founders to craft their image and products

12/06/07 –12/03/08 **Skidmore, Owings, Merrill LLC.** Chicago, Illinois

Architectural Model Maker

SOM is an acclaimed architecture firm responsible for history making buildings such as the Sears Tower, world's tallest building: Burj Dubai, the Hancock Center, among other major projects. At SOM I was responsible for planning, designing and executing scale models of breathtaking architectural projects with an international team of model makers, architects, and engineers.

- Planned and built model for Venice Biennial Russian Pavilion
- Rapid prototype specification(Additive & Subtractive)
- Designed and built animatronics models of bridges and skyscrapers
- Lighting and electrical system design and fabrication
- Create, modify, and prepare 3D and 2D artwork for fabrication
- Close work with large international teams of architects and engineers

7/01/06 –6/17/07 **Transco Products Inc.** Chicago, Illinois

Mechanical 3D Designer

Transco designs and manufactures highly engineered insulation for the nuclear power industry. I was responsible for 3D design of insulation systems for nuclear power plants all over the world.

- Created 3D designs of insulation systems for nuclear power plants
- Prepared engineering and fabrication documentation
- Programmed VB.NET automation software which saved hundreds of hours a year.
- Wrote, illustrated, and designed in-house training manuals
- Close teamwork with groups in multiple locations

1/15/06 – 6/21/06 **Weber-Stephen Product Co.** Palatine, Illinois
Solidworks 3D Design & 2D Drafting

At Weber-Stephen, I worked with R&D engineering staff preparing technical documentation and 3D modeling parts for gas barbeque grills. Worked on a range of sheet metal and plastic parts, both design and drafting. Contract.

7/01/04 – 12/30/04 **Inventables Magazine** Chicago, Illinois
Technical Researcher

At Inventables, a material science magazine, I was responsible for researching cutting edge materials and processes for mass produced products. While working with manufacturers and laboratories all over the world, my research was used to flesh out articles administrators used to make editorial decisions. Also included some tradeshow display design and fabrication.

01/01/02 - 12/30/04 **Vacuum Press** Chicago, Illinois
Director of Design & Engineering

At Vacuum Press I designed, fabricated and implemented equipment for small-run ‘art-house’ style promotional material production. Designs were realized using SolidWorks, Visual Basic, CNC, and often fabricated myself. Included part sourcing, production planning, as well as other electromechanical design, and fabrication. I was a partner, and also involved with all other aspects of the company.

EDUCATION

2002-2005 **Columbia College Chicago** Chicago, Illinois
Bachelor of Fine Arts – Industrial Design

Product design for manufacturability. Final project involved Braille readouts for the blind. Courses in freehand sketching, Solidworks, Rhino 3D, model prototyping and fabrication, mold making and casting, RP techniques, graphic design, typography, and paper\fiber arts.

9/01/04 – 8/30/05 **Information Design Grant** Mallardallen University, Sweden
Information Design Research & Study

Chosen for the quality of my industrial design student work, I spent 2005 studying in Sweden and Italy with various European information theorists and design professors

TECHNICAL PROFICIENCY

Platforms: Mac OS 9/10/X, Windows XP/NT/Vista/Me/2000, Linux

Graphic Design: Adobe Photoshop CS4, Adobe Illustrator CS4, Adobe InDesign CS4, Adobe Fireworks CS4, QuarkXpress, MS Office, Flash MX, Microsoft Visio

3D Design & CAD: SolidWorks 2001-2009, 3DStudioMax, Rhino 3D, SketchUp, ProE, Autodesk Inventor, Autodesk AutoCAD, Maxwell Render, Polytrans, Hypershot, Maxwell, PovRay

Web Development: Design and development of themes and applications for Wordpress, Joomla and

Drupal, Intermediate PHP\MySQL, Html, CSS, Search Engine Optimization, Search Marketing, Twitter and Social networking\Social Media Integration

Electronics: Professional experience working with VB6, VB.net, VBA Macros for Applications, Actionscript, PICBASICpro, Parallax Products(Stamps, Servo Controllers), Labview, MikroBASIC, and other uC and PC development languages.

Shop & Lab: CNC programming, mold making, sculpting, laser cutter operation, lathe & mill work, all shop tasks, measurement and test equipment, electronic troubleshooting, data collection and analysis, research and testing, etc.

PROFESSIONAL MEMBERSHIPS

IIID (International Institute of Information Design)

IDSA (Industrial Designers Society of America)

ISA (Instrumentation, Systems, and Automation Society)

REFERENCES

Please Contact me for a List of References.

ADDITIONAL INFORMATION

I have been designing and building things my entire life. I strive to create world-class, cutting edge design solutions utilizing state of the art tools as well as craft-centric approaches to 'ideation', design, and production. Having learned the nuances of 3D design, model making, and fabrication in school, I have drastically increased this skill set through employment with major multinational corporations, freelance product development, active professional industry involvement, personal research, and obsessive self-education. I believe I offer truly multi-disciplinary abilities, drawing from industry, art, design, technology, all referencing real hands on experience.