

ERIC HOANG

INDUSTRIAL | FOOTWEAR | 3D DESIGNER

CONTACT

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PORTFOLIO

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EDUCATION

BS / Industrial Design
California State University of Long Beach 2017-2021

WORK EXPERIENCE

3D Footwear Designer | Faulconer Design/Development | 2021-Present

- 80% of work used 3D software (Blender) to design digital footwear prototypes for industry leading footwear companies, with a high level of precision/accuracy, for manufacturing
- 25% of footwear concepts were chosen by clients for full scale production overseas
- Produced detailed digital concepts for full size 3D-printing for physical visualization
- 2D and 3D tech-packs were created exploring different colorways, textures, and proportions
- Advanced use of Photoshop and Illustrator for 2D/3D ideation and conceptualization

EXPERIENCE

Footwear Designer | PENSOLE Academy (New Balance x Foot Locker) | 2021

- Thrived in a 6 person team to create a line of desirable footwear/apparel products based on trends
- Communicated concepts and ideas to an audience of 200+ people in enthusiastic/easy to digest presentations
- Delivered research, ideation, tech-packs, colorways, and final concept shoe based on client design brief
- Developed 1 final shoe concept that showcased the client's brand vision, future, and design language

Industrial Designer | Airbag Vest | 2021

- Developed a trail vest with a built-in airbag system designed to scare off hostile wild animals on the trail
 - Over 100 iterations of different ideas were sketched/explored before landing on a final concept
 - Received insightful feedback from 3 wildlife experts and rangers on the ideas and design for the project
 - Sewed 2 vests and 5 CO2 airbag mock ups to perfect the functionality, fit, and proportions for the final
 - Sewed and made a physical final prototype with a working/functional airbag system in the vest itself
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SKILLS

3D Software: KeyShot, Blender, SOLIDWORKS, FUSION 360, ZBrush

Software: Adobe CC (Ps, Ai, Ae, Xd, Id, Pr), Autodesk SketchBook Pro, Microsoft Office

Strengths: Sketching, 3D Modeling, Softgoods, Problem Solving, Communicating, Teamwork Hand Rendering, Storytelling, Prototyping, Mock Ups, User Research, Iterating

Prototyping: 3D-Printing, Sewing, Tech-Packing, Fabric Patterning, Foam Modeling, Spray Painting, Clear Coating

AWARDS

Biomimicry Global Design Challenge Semi-Finalist 2020