

SIMON YUEN

DESIGN & MAKING THINGS

PROFILE

Hi my name is Simon and I enjoy making things. I work in the fields of product design and custom fabrication (with years of experience in graphic design and video production). I am a skill collector and have committed myself to a lifetime of learning and practicing. Materials, processes, user interactions, and the stories that objects tell fascinate me. Above all, I am driven to create design solutions that are both practical and elegant.

PROFESSIONAL EXPERIENCE

RECREATION DEPARTMENT — Owner

Portland, OR | August 2015 - Current

Recreation Department is a party game rental service I started in 2015. I craft classic games that are available to rent for parties and other social gatherings.

SUPERFAB — Fabricator, CNC Operator

Portland, OR | February 2016 - July 2017

Superfab is a design studio specializing in CNC design and fabrication. I assisted as a fabricator in the shop as well as operate the Shopbot CNC mills.

GUILD — Fabricator

Portland, OR | August 2014 - February 2016

Guild is a interdisciplinary studio specializing in environmental design and fabrication. I worked in the shop as a fabricator creating displays and sets.

ORANGE DESIGN INDUSTRIES — Carpenter

Portland, OR | November 2013 - July 2014

Orange Design Industries is a construction company and fabrication shop specializing in building commercial and residential spaces. I worked in the wood shop creating cabinetry and furniture.

THE GOOD MOD — Design, Fabrication, Laser & CNC Operator

Portland, OR | July 2012 - November 2013

The Good Mod is a vintage modern furniture retailer and fabrication studio. Responsibilities: design, manage and budget projects, CAD design in Rhino and Illustrator, operate Shopbot CNC mill and Epilog laser cutter, wood working, metal working.

PROFESSIONAL EXPERIENCE

ADX PORTLAND — Design, Fabrication, Laser Operator

Portland, OR | October 2011 - January 2013

ADX Portland is a member-based design and fabrication studio. I worked on custom fabrication projects as well as operate the Epilog laser cutter. Responsibilities: manage projects, design consultation, create 2D and 3D cad drawings, wood and metal fabrication.

SCHOOLHOUSE ELECTRIC CO. — Product Designer

Portland, OR | July 2010 - August 2011

As a product designer I did ground-up design of new products. The process involved: inspiration research, sketches and cad rendering, technical drawings for parts, seeking out vendors to manufacture parts, organizing price quotes and all project costs, maintaining relationships and communication with vendors, prototyping, and finalizing product.

MAGNET MEDIA — Designer, Animator, Producer

New York, New York | June 2007 – March 2009

Magnet Media is a digital media production company. My role as designer involved art direction, digital illustration, motion graphics, video editing, graphic design, web design.

EDUCATION

Undergraduate Studies, Industrial Design

The Art Institute of Portland

October 2009 - June 2010

Bachelors of Science, Digital Media Production

The Art Institute of Philadelphia

Graduation Date: December 2006

SKILL SET

Fabrication:

Wood, metal, plastic fabrication.

Furniture, retail displays, cabinetry, prototypes, models, sign-making, painting & finishing.

Digital Fabrication:

3D CAD design

Tool path generation

CNC milling

Laser cutter operation

Vinyl cutter operation

2D:

Technical drawing

Ideation and conceptual drawing.

Graphic design utilizing software as well as hand skills.

Photography, video production, video editing, motion graphics.

Project Management:

Client consultation, budgeting, vendor & material sourcing.

SOFTWARE

AutoCAD

Fusion360

Rhinoceros

RhinoCam

Illustrator

Photoshop

Premiere

After Effects

Final Cut Pro

Mac and PC proficient