

# benjamin wojtyna

3401 Butlet Street, Front 1 b.wojtyna@mac.com  
Pittsburgh, PA 15201 412.519.7443

## education

### Carnegie Mellon University

B.F.A. in Industrial Design, May 2009

## profile

By studying the present and past, I desire to shape the future through the combination of digital and physical interactions with the surrounding environment. In combination with my schooling, this view has been shaped by a passion for space exploration; shaping molten glass; eclectic musical tastes; theatrical performances; joy in all things technological; saving the world through sustainable decisions; biking; and an insatiable desire to travel.

## abilities

### General

Freehand Drawing  
Rendering  
Hand & Digital Drafting  
Photography  
Rapid & Physical Prototyping  
Hot, Kiln and Cold Glass

### Digital

Macintosh, Windows and Linux  
Adobe Creative Suite 4  
SolidWorks 2010  
Ashlar Graphite  
(x)HTML/PHP/CSS/MySQL  
Processing (Java)

## experience

### Clank

PRINCIPAL + CO-FOUNDER, SUMMER 2009 – CURRENT

Helped create Clank, a boutique design studio focusing on cycling accessories. Projects are seen from design concept through final product, as well as the development of full packaging and marketing materials. This experience continues to add to business, material and manufacturing knowledge.

### Apple Store

FAMILY ROOM SPECIALIST, LATE SUMMER 2005 – CURRENT

Acted as a sales associate, assisted in repair procedures, aided with inventory management, and organized store layout changes. This position has provided a greater working knowledge of many technologies, stronger presentation and leadership abilities, and has demanded a high level of multitasking.

### Apple, Inc

CONSUMER APPLICATIONS DESIGN INTERNSHIP, MAY – AUGUST 2008

Worked in a small, but highly versatile team developing features for future versions of consumer software. Concepts were taken from storyboarding to finalized mockups and prototypes, utilizing the strengths of coworkers in a tightly integrated, team-based fashion.

### Solar Decathlon

RESEARCH, DESIGN + BUILD, SPRING – SUMMER 2007

Conducted research in exhibition design and sustainable practices to maximize the impact of the 2007 competition house entered by the university. Work over the summer focused on design and build of the kitchen fixtures for the house, utilizing findings from additional market and user research.

WEBSITE DESIGN + BUILD, SUMMER – FALL 2007

Independently developed the website representing the 2007 entrant house, while collaborating with another designer to maintain a clear visual identity. This process was shaped by heavy iteration, with strong input from several key members of the faculty and students working on the house.

### Computational Design Lab

RESEARCH, DESIGN + BUILD, FALL 2007 – SPRING 2008

Assisted with the construction of a graduate project focusing on physical computing using interactive, modular robotics. The spring workload resulted in the foundation for a graph theory visualization kit.