
Emily Eich

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425-218-1166

Oakland, CA

Skills

Hard Adobe Illustrator, Photoshop, InDesign
Solidworks
Keyshot
Tech Packs and Revision Documents
Rapid Ideation and Prototyping
Digital and Analog Sketching
Color Theory and CMF
Materials and Textiles
Sewing and Pattern making

Soft Collaborative
Empathetic
Communicative
Self-driven
Attentive
Observant

Accomplishments / Recognitions

Design Patents for Step22 Travel Bags
D1 Athlete on UW Rowing Team
UW IDSA Student Merit Finalist
Rometti (Italian Ceramics Design) Award Finalist
Dean's List (GPA above 3.5) for 8 quarters
High School Varsity Volleyball Captain

Interests

The Natural World
Gardening and Sustainable Agriculture
Skiing (downhill, skate skiing, backcountry)
Water-sports (sailing, kayaking, swimming)
Team sports (volleyball, rowing)
Cycling
Cooking
Art (Watercolor, Sketching, Ceramics)
Film Photography
Lighting and Spaces
Music and Singing

Education

2019 **University of Washington – Division of Design**

Bachelor of Design in Industrial Design

Experience

Apr. '21–current **Industrial Designer – Worldwide, Inc.**

- Designs across all product platforms including electronics, bedding, pet carriers, and auto interior products for an industry-leading pet supplies company.
- Collaborates closely with product development and manufacturing to streamline production and development through sample reviews, extensive manufacturing knowledge, and attentive spec documents.
- Created successful product lines for large corporations such as Target, Petco, and Walmart.
- Expanded existing Worldwide products through innovative and attractive solutions to pet owners and pets.
- Performed market research to create meaningful products through prototyping, user testing, and iterative design.

Sept. '20–Apr.'21 **Designer and Product Developer – Rugette**

- Assisted the design and development team of highly functional and inclusive outdoor gear for a growing outdoor, women led company.
- Streamlined the development process by utilizing background in softgoods design and implementing a cohesive design process to accelerate the development process for new products.
- Communicated with factories for sourcing, revisions and future production while adhering to an allocated budget for product development.
- Performed and conducted user research with ambassadors and product users to define problems within outdoor clothing for the target audience.

June '19–Mar. '20 **Softgoods Designer – Industrial Alchemy**

- Designed, prototyped and developed softgoods-focused products for a myriad of clients including Eddie Bauer, Vertx, and Stanley.
- Initiated innovative design by providing a fresh perspective on existing client work. Produced multiple bags with patented features that set clients apart in the industry.
- Brought products to life with thorough concept sketches, market research, prototyping and pattern making, revision documents, and technical documents (tech packs).
- Updated colorways for Eddie Bauer travel bags to cohere to product lines and trends within the company.
- Collaborated with clients, stakeholders, and athletes to gather feedback, insight and perspectives on upcoming projects to create meaningful and useful products for the target user.