

JACK WARNCKE

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EXPERIENCE

PUMA | DESIGNER 1 RUN/TRAIN FOOTWEAR

9/24-CURRENT

- + Executed a diverse range of footwear design and development projects across various product silos performance running, performance takedowns, essentials, and Viz Tech categories, including regional product lines tailored for North American consumers and distribution channels
- + Supported both inline and fast team initiatives, adapting to varied project scopes and timelines while maintaining consistency in quality, performance, and consumer relevance.
- + Created and revised detailed technical design documents ensuring accurate design intent and specifications.
- + Collaborated with developers, PLMs, and factory teams to translate design concepts into commercially viable products—overcoming construction challenges, material constraints, and accelerated timelines to achieve high-quality, well-designed footwear.
- + Presented design concepts, research insights, and final solutions to key stakeholders and cross-functional teams, clearly communicating designs, consumer insights, and opportunities identified through the brief and independent research.
- + Traveled to Asia for development trips. Reviewed and revised samples, meet with suppliers, factories and other global partners. Gained firsthand experience of a variety of manufacturing processes.



NEW BALANCE | FOOTWEAR DESIGN APPRENTICE

1/24-9/24 (PERFORMANCE RUNNING TEAM)

- + Worked on 8+ inline projects across different GBU's (Running, Kids, and Made in USA).
- + Created and revised tech packs, shell patterns, quick specs, and other technical documents.
- + Creatively ideated through sketching, by hand and digitally (Procreate, Illustrator, Gravity Sketch).
- + Presented concepts and projects to design leadership and other key stakeholders.
- + Worked directly with developers, color and material teams, and PMs to achieve desired outcomes, collaborate during multiple rounds of prototypes, and work within cost and manufacturing constraints.



FOOTJOY | FOOTWEAR DESIGN CO-OP

5/23-8/23

- + Explored ways to innovate and push the boundaries of industry-leading performance golf footwear
- + Utilized research to understand user needs, to identifying market, consumer, technological, and manufacturing trends.
- + Curated inspiring vision boards and created ideation sketches, ranging from thumbnails to detailed concept drawings using traditional methods, Procreate, and Photoshop.



PRIORITY DESIGNS | INDUSTRIAL DESIGN INTERN

8/22-12/22

- + Developed creative solutions for client projects in Sporting Goods and Consumer Tech industries.

EDUCATION

UNIVERSITY OF CINCINNATI - DAAP

B.S. INDUSTRIAL DESIGN

MAGNA CUM LAUDE

DIGITAL TOOLS

ADOBE CREATIVE SUITE

ADOBE ILLUSTRATOR

ADOBE PHOTOSHOP

ADOBE INDESIGN

PROCREATE

GRAVITY SKETCH

SOLIDWORKS

FUSION 360

KEYSHOT

VECTORASTER

CLO3D

VIZCOM

COLORWAY

MICROSOFT OFFICE SUITE

MICROSOFT OUTLOOK

KEYNOTE

SKILLS

BRANDING

STORYTELLING

VISUALIZATION

PROBLEM SOLVING

PRESENTING

SKETCHING

RENDERING

RAPID IDEATION

TECHNICAL DRAWINGS

SEWING

PROTOTYPING

3D MODELING

PHOTOGRAPHY

RESEARCH

3D PRINTING

PATTERN MAKING