

# JACK WARNCKE

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## EXPERIENCE

### PUMA | DESIGNER 1 RUN/TRAIN FOOTWEAR 9/24-CURRENT

- + Solving briefs focused on North American consumers and distribution channels. Majority, focusing on high volume, low cost for value footwear products. Completed within accelerated timelines and tight margins.
- + Create and revise detailed technical documents as well as communicating directly with the factory to achieve desired outcomes, overcoming constraints, construction challenges, and timelines.
- + Generate a variety of concepts for projects. Creating renderings, sketches, and CADs using a variety of mediums including Illustrator, Procreate, Vizcom, Photoshop and more.
- + Balanced multiple projects within the same season, collaborating with Design, PLMs, Developers, Merchandising, and other cross-functioning business partners.
- + Traveling to China for development trip, firsthand experience of the manufacturing processes and developing projects.



### 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.
- + Experienced all phases of design from brainstorming to creating final deliverables including concept sketches, Photoshop renderings, Keyshot renders, Solidworks models, Illustrator files and graphics, illustrations, storyboards, hard and soft goods prototyping.

## 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