

JASON YORE

Industrial + Interaction Design

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EDUCATION

Carnegie Mellon University

Pittsburgh, PA Aug 2007-May 2011

BFA in Industrial Design
BS in Human-Computer Interaction
Anticipated in May 2011

London School of Economics

London, England Summer 2009

Coursework in marketing, management,
entrepreneurship, and leadership

Brown University

Providence, RI Summer 2006

Pre-College Program studying economics

Universitat Autònoma de Barcelona

Barcelona, Spain Summer 2005

Intensive Program in Spanish Language and
Culture and European Art and Architecture

SKILLS

Adobe Creative Suite
Flash & Keynote UI Mockups

SolidWorks, Rhino
Hypershoot, Photoview 360
Sketchbook Pro

Java, Action Script 3, HTML, CSS,
XML, Arduino, Processing

Woodshop, Model Making,
Rapid Prototyping, Electronic Integration
Sketching, Photography

ACTIVITIES

Industrial Design Class Representative

Junior, Senior classes 2009-Present

Industrial Designers Society of America

Active member 2007-Present

EXPERIENCE

Proctor & Gamble: Project Client

Proctor & Gamble + CMU, Pittsburgh, PA Jan-May 2011

Part of multidisciplinary team to develop a new product for air care division

Comprehensive Automation for Specialty Crops: Project Client

CASC (USDA sponsored) + CMU, Pittsburgh, PA Jan-May 2011

Develop a digital + physical interface for a semi-autonomous crop vehicle

Interaction & Industrial Design Intern

Daedalus, Pittsburgh, PA Jun 2010-Present

Design and conceptualize ideas internally and for clients; Draft design
documents and spec packages

General Motors: Sponsored Project

General Motors + CMU, Pittsburgh, PA Mar-May 2010

Research & ideate concepts for the future of autonomous driving

Microsoft Firenze BXT

Microsoft + CMU, Pittsburgh, PA Dec 2009-Mar 2010

Multi-University, cross disciplinary case competition
Team Product Designer, CMU Team

Radio Flyer Sponsored Project

Radio Flyer + CMU, Pittsburgh, PA Jan-Mar 2010

Research, design, & develop a children's ride-on toy

CMU Cross Campus Venture Competition

Carnegie Mellon, Pittsburgh, PA Jan 2010

Finalist, undergraduate track; Tepper School of Business
Presented design, business proposal for "inTouch" concept

RECOGNITION

2nd Place Photograph

Gizmodo.com Slow Shutter Competition Sep 2010

Cited Projects

"Playing in The Sandbox"; UX Magazine Oct 2010