

John Stueve | Product Designer

johnstueve.com | (415) 622 - 8630 | johnlouisstueve@gmail.com | linkedin.com/in/j-stueve

PRODUCT DESIGNER with 10 years experience in the design industry. Industrial design background with deep knowledge of design processes and focus on startups developing minimal viable products. Excels at using human centered design to create beautiful experiences from complex problems. Proven leadership skills educating university students in Industrial Design.

TOOLS | Solidworks, Keyshot, Illustrator, Photoshop, Figma, Asana, Instagant, Arduino C++

SKILLS | Industrial Design , UX/UI Design, Design Thinking, Project Management, Prototyping, Storytelling, User Research, Sketching, Wireframing

CURRENT PROJECT

Holler | Co-Founder

Present

Leading design and prototyping of MVP and go-to-market strategy for a cargo bike product

- Industrial Design - Creating sketches, CAD, and prototypes
- UX Design - Designing website and app
- Leadership - Using startup experience to steer MVP development

EXPERIENCE

Adjunct Professor | Metro State University | Denver, CO

2023 - Present

Teaching CAD and Advanced Studio in the Industrial Design Department

Lead Designer & Founder | GoWell Aquatic | Denver, CO

2017 - 2022

Founded and performed all aspects of product development for an aquatic therapy product

- Start Up - used lean manufacturing experience to go from blank page to MVP
- User Centered Design - created user focused solutions to complex problems
- Arduino/C++ - developed code/electronics/hardware

Industrial Designer | Samson Design | Boulder, CO

2016 - 2017

Collaborated with a small design/engineering team to create new products for diverse clientele including coffee, medical, and industrial.

- Sketch Ideation - created sketches for solving design challenges
- CAD - used Solidworks to create complex models for design evaluation
- Arduino/ C++ - prototyped electro-mechanical devices with Arduino and C++ coding

Industrial Designer & Project Manager | Scoot Networks | San Francisco, CA

2012 - 2016

Managed all areas of hardware production including the design, prototyping, and manufacturing of solutions to improve the experience of our riders.

- User Centered Design - identified problems and generated concepts to address pain points in user experience
- System Design - developed a workflow for technicians, sub-assemblers, and installers to carry out design solutions

EDUCATION

User Experience Design | General Assembly | Remote

March - June 2023

Bachelor of Art Industrial Design | California College of the Arts | S.F., CA

2013-2016