

# Nikola Bakovic

Industrial Designer

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## Education

### Rhode Island School of Design, RISD

2 College Street, Providence, RI, 02903  
Bachelor of Fine Arts, Industrial Design 2014  
GPA 3.72

### Massachusetts Institute of Technology, MIT

77 Massachusetts Ave, Cambridge, MA 02139  
PDD- Product Design and Development 2014

## Related Experience

### MIT Studio: Merry Maids Sponsored Project 2014

Collaborated with a team from MIT in order to conceive and designed an equipment carrier for Merry Maids. The intent was to create a cost effective solution to increase overall performance and reduce injuries at the workplace through an improved equipment management system. By utilizing in-depth research, concept validation, cost analysis, and life cycle analysis an alpha prototype was built and tested with great success.

### Point, Click, & Drag 2014

Used the principals of User Experience design to create a User Interface for a conceptual Nest power management product. The product was composed of two parts. The first was a smart power outlet that could track and control data usage, and the second part was a UI to control the outlet and review data.

### Business & Product Design 2013

Designed & built a line of furniture pieces for pet owners by applying key methodologies such as research, concept exploration, system thinking, concept validation, and storytelling. Consolidated various design constraints, including form & structure, material properties, manufacturing techniques, user needs, and value propositions in order to deliver a successful line of products.

### RISD Lunar Rover Club Design Leader 2013-2014

Managed the design and manufacturing of the new RISD Lunar Rover, by deciding final designs on every system, helping team member in resale issues, checked all components for quality, and ensured project completion.

### NASA Sponsored Studio: Design for Extreme Environments: Microgravity Repair Facility 2013

Collaborated with a team from NASA to design & build a prototype for a Micro Gravity Repair Facility. The intent was a long-duration mission beyond low-earth orbit that would see astronauts travel to the far side of the moon, a comet, or even Mars.

### Designing New Products for Performance Sports 2012

Researched & developed unique products for athletes ranging from Ivy League long distance runners and sprinters to elite rock climbers. By implementing in depth research into user needs, new materials, and current market trends, constructed fully functional prototypes that were tested and verified in the field with great success.

## Work Experience

### Technology Manager for the RISD Industrial Design Department 2013-2014

Hired & managed student employees for the CAD lab, oversaw and maintained the computer & print equipment; ran the Object30 3D printer, maintained the photography studios, and helped with any computer related issues in the department from hardware specific problems to advising on CAD models.

### Metal, Model, and Wood Monitor 2012 to 2014

Oversaw the shop, ensured students are using all the equipment correctly and safely. Assisted students in making design decisions and provided help in creating models.

## Skills

### Software

OSX, Windows, Linux, Rhino3D, SolidWorks, Grasshopper, KeyShot, Brazil, Photoshop, Illustrator, Sketchbook Pro, Cinema4D, Lightroom, Aperture, Dreamweaver, InDesign, HTML, CSS

### Fabrication

Rapid Prototyping, Advanced Wood Working, Advanced Machining, Carbon Fiber, Fiberglass, Investment Casting, Resin Casting, Glass Work, Mold Making, Model Making, Ceramic Work, Traditional Media Work, Photo Development (Digital & Traditional)

## Awards

Ken Hunnibell Award 2014  
Rhode Island School of Design Honor Role 2012-2013  
Digital Nature Exhibit, 2013  
RISD Scholarship 2011, 2011, 2013, & 2014  
Fred M. Roddy Scholarship 2012, 2013, & 2014

Student Awards Ohlone College 2nd place for Drawing  
Student Awards Ohlone College 2nd and 3rd place for Glass & Ceramic  
Rabbit Hole, Louie-Meager Art Gallery, 2009  
NASA Art of the Comet 2005, 3rd place