

# EZRA BAUM

Berkeley, California  
eb@ezrabaum.com  
510-333-3795

## Industrial Designer

Keen to innovate, I am a solution-oriented creative- ready to bring a unique outlook to the industry. With excellent communication skills, I thrive in hands-on environments where there's a spirit of collaboration. I have loved exploring countless materials and techniques throughout my time at University. Softgoods and textile manipulation have been particularly engaging for me. I'm excited to join a team of designers that put the utmost emphasis on conscious use of virgin and recycled material through diverse perspectives and out-of-the-box ideation.

## EDUCATION

Bachelor of Design in Industrial Design, Emily Carr  
University of Art+Design  
2020-2024, Vancouver, BC

## EXPERIENCE

### Specialist, Apple

May 2022-Present, Vancouver, BC

Delivered outstanding customer experiences in various settings with a cross-functional team. Advised, sold and set up customers' new devices. Supported new store opening, bringing an exciting new retail space to flagship standards. Executed store resets, aligning with brand visual standards. Organized daily store closing initiatives to provide a more efficient experience for the team.

### Student Researcher, Vancouver Art Gallery

May 2023-Oct 2023, Vancouver, BC

Participated in Lab: Here//Too//For, Fashion Fictions exhibition. Cultivated innovative design practices. Co-created textiles amongst peers and colleagues. Facilitated community weaving exercises.

### Denim Coordinator, Aritzia

Jan 2022-Sep 2022, Vancouver, BC

Collaborated with head of denim to design, prototype and produce Aritzias denim products. Worked with overseas manufacturers to coordinate samples. Provided input and documented key points during fitting meetings.

### Instructor, Kids N Clay

Nov 2017-Jun 2019, Berkeley, CA

Loaded kilns, fired, and distributed students' work. Trained new team members. Guided students in exploring diverse clay manipulation techniques.

## SKILLS

- InDesign
- Photoshop
- Illustrator
- Pages
- Rapid physical prototyping
- Sewing
- Weaving
- Fiber manipulation
- Keynote
- Procreate
- Early product incubation
- Interface design
- Designing for CNC
- Designing for production
- Nimble learning
- Wood lamination