

Elijah Klauder

PRODUCT & GRAPHIC DESIGN



Profile:

Born and raised in Portland Oregon, my work reflects my surroundings in the beautiful pacific northwest. I studied Design at the University of Oregon where I graduated in 2018 creating a wide range of work from illustration and graphic designs to furniture and apparell.

I currently work as an Industrial Designer in beautiful Portland Oregon. My goal is to have an impact on the day-to-day lives of people who appreciate intuitive designs, and simple task flow. While keeping in touch with the aesthetic nature that makes the pacific northwest so beautiful.

Experience:

Environmental Design:

Studio Butch:

Utilizes a variety of design programs to translate concepts into workable retail and environment executions. I am focused on architecture, environmental space, and retail. I rethink spaces, understand how they can be used to tell stories, and get people immersed in a brand experience.

Kamp Grizzly:

Worked individually to aid teams with interior design, architectural models, CAD assets, and graphic designs for a wide range of experiential marketing projects and visual installations.

Product Design:

Benchmark Vehicles:

Worked in tandem with build teams to design and construct custom outdoor adventure vehicles outfitted with state of the art technology. Utilized CAD to design automated CNC files and fully constructed interior builds for clients with a wide range of needs and vehicle applications.

The Good Mod:

Worked to design, render, draft and construct high end furniture for clients seeking mid century/modern style pieces. I worked mostly in design/fabrication, using CAD and other devices such as a CNC, Laser Cutter, and 3D Printer while utilizing a full shop and applicable tools as well. I also worked extensively using industrial finishes and application solutions for all material types.

Production and Fabrication:

Bent Image Lab:

Worked assisting the Art Department in stop-motion animation and live action productions. Constructed and painted sets, props, and models while also assisting multiple other departments as a production assistant.

Education:

University of Oregon:

Graduated with a bachelors in Product Design in 2018

Pensole:

Professional Development course specializing in Footwear Design and Color and Material Design at the Pensole Footwear Academy.

Design For America:

Worked on interdisciplinary teams to take projects to completion through ideation, prototyping, and user testing. Attended the National DFA conference with over 20 other university chapters.

Honors & Awards:

Salone Satellite 2018 World Design Exhibition:

Original furniture design was chosen to represent the University of Oregon at one of the worlds largest design exhibitions in Milan.

Design Sprint Awards - Outstanding Potential To Make Impact:

Team concept showed exemplary potential to make meaningful and lasting impact with a toolkit design to help retrofit non ADA compliant historic buildings and restaurants to be universally accessible.

Adittional Skills:

- Rhinoceros (CAD)
- Blender (CAD, Animation)
- Autocad (CAD)
- Sketchup (CAD)
- Adobe Creative Suite
- Architectural Drafting
- Music Processing and Production