

# Colin Westeinde

## Education

### Rhode Island School of Design

BFA, Furniture Design 2016

Honor Student

### Design Academy Eindhoven

Department of Man & Activity

Spring Exchange 2015

## Recognition

RISD Charles & Ray Eames Award, June 2016

ICFF Studio, May 2016

Core77, May 2016

Curbed Young Guns, May 2016

RISD Furniture Senior Show, May 2016

Casa Vogue, April 2015

A'Design Award, March 2015

Designboom, February 2015

MocoLoco, February 2015

RISD Furniture Triennial, April 2014

Core77, September 2014

## Skills

**Digital** — Fluent drawing, surfacing, solid modeling, scripting, and rendering with the Adobe Suite, Rhino, Solidworks, Grasshopper, AutoCAD, and Vray. I am proficient with HTML, CSS, Javascript, Alias, Maya, C4D, Mudbox, Realflo, and Tsplines.

**Fabrication** — Comprehensively skilled in the creation of objects from sketch models to production ready prototypes. Advanced material familiarity from welding, joinery, and jewelry making, to tight tolerance lathe, mill, and CNC machining. Additional experience in glass.

## Experience

### Co-Founder — Co \* Ca

Winter 2016 in Providence, RI

Co \* Ca is a studio and consultancy reevaluating the assumptions and use of design archetypes. With a successful debut in ICFF Studio 2016 it has licensed its Platypus Lights to Danish brand Mater for launch at Salone Milan 2017.

### Teaching Assistant — Parametric Design, RISD

Winter 2016 in Providence, RI

Assisted Pneuhaus, a studio focused on material exploration and temporary inflatable architectural structures. Taught lessons exploring responsive forms both in Grasshopper and physically. Coordinated class materials, assisted student work, and ran review sessions.

### Design Intern — Fort Standard

Summer 2014 in Brooklyn, NY

Developed the Pivot candle holder, Stone candle sconce and shelf for release at NY Now. Designed and executed an inflatable, interactive stage design for two weekends of MoMA PS1's Warm Up concert series. Managed logistics and developed furniture/lighting for collaborative projects (including IDEO and MassMutual's Society of Grownups).

### Studio Assistant — Keer Glass Foundry

Winter 2014 in Pawtucket, RI

Assisted acclaimed artists Michael Scheiner with glass blowing, including cold working, in metal, and machining tight tolerance industrial parts. Created multiple furnace designs and construction plans.

### Design Intern — Joris Laarman Lab

Summer 2013 in Amsterdam, NDL

Helped develop the Dark Matter table, Vortex bookshelves, and reverse engineered the Ivy series into 3D computer models for modification and scalability. Assisted in ongoing projects, which included material research, construction, casting, concept development and CAD work.

### Lab Monitor, CNC/Metal Shop — Furniture Dept, RISD

Fall 2015 in Providence, RI

Oversaw and instructed the use of equipment and digital fabrication tools. Responsibilities also included machine maintenance and the design and implementation of machine improvements such as CNC laser guides and the setup of a dust collection system.