

# John Carr

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## Summary

Smart, innovative designer with an extensive history delivering a range of meaningful, user-focused products and experiences. Adept at understanding client and user needs, ideating and communicating through sketches and prototypes, and working within multidisciplinary teams to produce time-tested designs. Visual thinker and empathetic collaborator, equally at ease with small details and the big picture. Leader of projects small and large, start to finish. Passionate about real-world problem solving, best practices, and excellent craft at all levels.

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## Experience

### **SAS Institute** – Cary, NC

Design Project Manager / Designer – January 2011 to May 2021

- In-house industrial and exhibit designer for software company of 13,000+ employees
- Conducted ideation, product definition, design, prototyping, implementation, and user testing
- Developed, maintained, and reused design systems
- Conducted research and user interviews to determine product scope and user needs
- Prepared and delivered presentations to teammates, stakeholders, clients, and executives
- Worked within multidisciplinary teams throughout the company, consisting of visual designers, event planners, marketers, fabricators, architects, and brand directors
- Iterated through multiple design solutions based on user testing and stakeholder feedback
- Participated in Agile project development with direct client interaction
- Produced sketches, renderings, detailed CAD models, design documents, and graphic templates
- Managed project priorities, budgets, timelines, and team deliverables
- Oversaw fabrication and supervised contract labor
- Programmed and operated digital fabrication equipment: CNC router, 3D printer, laser cutter
- Notable projects include:
  - **SAS Experience** – Lead exhibit designer and project manager for corporate museum encompassing new millwork, graphics, interactive displays, models, and augmented reality
  - **SAS Global Forum** – Lead designer for public spaces at annual multi-million dollar flagship event; registration build-outs, user engagement areas, and 20,000 ft<sup>2</sup> meeting center
  - **JCS Exhibit System** – Lead designer for modular 10' × 10' and 10' × 20' trade show booths, designed for intuitive and tool-less assembly with easily interchangeable content; shipped and used extensively across the United States by salespeople and marketers
  - **HIMSS Conference** – Lead exhibit designer for 30' × 40' healthcare event exhibit

### **TAXA Outdoors** – Houston, TX

Industrial Designer – June 2008 to April 2010

- Designer on the first Cricket, a lightweight camping trailer still in production
- Worked closely from the principal's original concept to refine and elaborate the design
- Produced sketches, digital models, renderings, shop drawings, and fully-working prototypes
- Initiated and maintained relationships with part vendors and outside fabricators, managed coworkers, filed for a provisional patent, and represented the product at a trade show

### **Wittenberg Architects** – Houston, TX

Architectural Intern – Summer 2007, January to June 2008

- Produced schematic designs, drawings, renderings, and models for residential and civic projects

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## Experience (Continued)

### **Palmer Schooley Architecture** – Houston, TX

Architectural Intern – Summer 2006

- Produced drawings and renderings for a residential addition and renovation project

### **Kube Architecture** – Washington, DC

Architectural Intern – Summer 2005

- Built physical models, took on-site measurements, and produced existing-condition drawings
- Created maps for the 4th edition printing of the *AIA Guide to the Architecture of Washington, DC*

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## Skills

### UX Design

- User research, wireframing, prototyping, testing, and visual design

Figma, Sketch, and Adobe XD

### Adobe Creative Suite

- Photoshop, Illustrator, and InDesign

### Project Management

- Budgets, timelines, and material ordering

Design Thinking

Agile Development

### Sketching and Ideation

- Hand-drawn
- Digital (Procreate and Adobe Fresco)

Excel and PowerPoint

HTML/CSS

GitHub

### 3D Modeling, 2D CAD, and Rendering

- SolidWorks, Rhino, AutoCAD

Digital Fabrication

- 3D printing, CNC routing, laser cutting

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## Education

### **North Carolina State University**

Bachelor of Industrial Design

Bachelor of Science in Mathematics

- Minor in Physics
- Cum Laude

### **Rice University**

Master of Architecture

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## Certifications

### **Google UX Design Certificate**

- *In progress, pending early 2022 completion*