

# Natalia Oskina

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## EDUCATION

- **Academy of Art University, B.F.A. Industrial Design**, San Francisco, CA, the U.S. September 2016 - December 2023
- **Chelyabinsk Humanitarian Institute, B.F.A. Interior Design**, Chelyabinsk, Russia, September 2000 – June 2005
- **Stepnogorsk Art School**, Fine Art, Stepnogorsk, Kazakhstan September 1991- May 2000

## TRAINING/PROJECTS

### Sustainable/Regenerative design - Flowie (A.A.U., Fall 2023)

- Studied the Happy Planet Index (PHI - index of human well-being and environmental impact)
- Studied Biomimicry's Life Principles (patterns of interconnectedness and interdependence of nature as advice for regenerative/sustainable design solutions)
- Chose the project based on the PHI
- Defined end users.
- Conducted research, including children's rainwear history and the end user needs (interviewed and observed parents and kids, using AI in data gathering about manufacturing and recycling processes)
- Sketched analog, digital in Procreate and 3D sketching in VR (Gravity Sketch)
- Used AI at the ideation stage (the generated option didn't affect the chosen design)
- Aligned design process with Biomimicry's Life Principles
- Prototyped and developed
- Visualized the design in Gravity Sketch, Modo, and KeyShot

### Soft goods design - Ploggpäck (A.A.U., Spring 2022)

- Conducted research, including interviews with plogging association's founders and individual ploggers
- Identified the end user and her needs (picking up/releasing litter while running)
- Prototyped and developed
- Tested by myself and others
- Visualized the design in Procreate and Photoshop
- Made the basic technical drawings in Illustrator

### Footwear design - Taiga Expedition Footwear (A.A.U., Fall 2021)

- Conducted research, including interviews with ecologists, athletes, and foresters
- Identified problems with popular boots model by testing
- Sketched and prototyped possible solutions in the ideation stage
- Customized the last, tested, and adjusted
- Made Visualization in Illustrator, Photoshop, 3G model in Gravity Sketch

### Product Design, UI/UX - H.I.V.E. for NASA Re-thinking free flying Robot Astrobee, supervised by NASA engineers. (AAU, Spring 2021.)

- Worked in a team of three
- Researched existing model, astronauts/ground control needs
- Made multiple sketches, including sketch models on the ideation stage
- Made various prototypes
- Designed UI, UX interfaces for the robot and its supplementary iPad

### Product Design, "MULTI" Kitchen aid For Food wrapping, Baking, and Storing, for Proclamation Goods, a kitchenware company C.A. (A.A.U., Fall 2020)

- Observed users in action on their kitchens and interviewed
- Conducted academic research
- Sketched more than a hundred ideas
- Prototyped, including food grade silicone casting with embedded magnets
- Made 3D model made for 3D printed prototype
- Tested prototypes

### Commercial installation decorator, self-employed 2013 – 2014 (Moscow, Russia)

- Created concepts for product display for restaurant and shopping center.
- Implemented the concepts

### Windows Dresser Supervisor/ Decorator in fashion retail "Mango Russia" 2003 – 2013 (Russia)

- Displayed products and decorations according to brands' standards
- Supersized such jobs in Russian and CIS countries stores, reported to Spain headquarters
- Led a team of ten window dressers

## SKILLS

- Sketching: Analog, Digital (Procreate, Photoshop)
- 3D Modeling/Rendering Alias, Fusion 360, Rhino, Modo, KeyShot, Gravity Sketch (VR), Solidworks
- Adobe: Photoshop, Illustrator, In Design, XD, Dimensions
- Prototyping, model making

## AWARDS

- H.I.V.E. for NASA, Finalist and People Choice Prize, AAU Spring Show 2021,
- "MULTI" Scholarship from Proclamation Goods, Fall 2020, AAU
- "MULTI" for Proclamation Goods, Finalist of the Winter Show, AAU

## PARTICIPATION

- Spring Show 2022, AAU "Taiga Expedition Footwear."
- James Dyson Awards 2021 - "H.I.V.E. for NASA"
- Spring Show 2021, AAU, H.I.V.E. for NASA,
- Winter Show 2020, AAU "MULTI" for Proclamation Goods

**LANGUAGES: Russian, English, Swedish (Upper Intermediate).**

**PORTFOLIO: [www.oskina.studio](http://www.oskina.studio)**

**REFERENCES: Available upon request**