

LISA PESOK

36 Carroll Street
Brooklyn NY, 11231
646.491.0174

lisa.pesok@gmail.com
[linkedin.com/in/lisapesok](https://www.linkedin.com/in/lisapesok)
nonphiction.com
[@nonphictionite](https://twitter.com/nonphictionite)

EDUCATION

Stony Brook University, BS in Mechanical Engineering, 2015
Graphic Design: Self taught through Lynda Graphic Design Track + YouTube + Books

EXPERIENCE

Thislexik 10/2016 - 07/2018
Experiential Furniture Design Studio
Brooklyn, NY
Designer/Studio Manager

Created new furniture products and concepts. Process involved market research, ideation and sketching, technical research, 3D modeling, prototyping, and preparation for vendor fabrication. Additionally redesigned existing products for better performance, optimized fabrication processes of in-house production, and managed projects from conception to realization.

Caliper Studio 06/2015 - 09/2016
Custom Metalwork Design Studio
Brooklyn, NY
Assistant Project Manager

Rendered 3D models, approval drawings, and fabrication drawings for architectural metalwork projects. Assisted project manager in coordinating various tasks from design inception to installation. Managed smaller projects of my own from start to finish.

VOLUNTEERING

Aquaweb
Design, engineering
Product design and engineering consulting for passive water capture system for urban agricultural applications

Sustainability Defined Podcast
Design, research
Research for website and podcast content development

PROJECTS

A/D/O Water Futures Competition
Branding, website design
Campaign concept to educate consumers on water waste

NYC BetterBin Competition
Product design
Redesign of the NYC litter basket

Mobile App
Branding, UI and UX design
Search platform for urban dancers and dance teachers to find and post dance classes

SKILLS

Software - SolidWorks, Illustrator, Indesign, Photoshop, WordPress Development
Language - Fluent Russian

INTERESTS

Architecture, sustainability, NYC history, urban dance and urban planning. Urban things, really. I'm a native Brooklynite, so that might explain it.