

COLIN HAKL

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SUMMARY

Industrial designer with hands-on precision-manufacturing experience. Strong in parametric CAD, technical documentation, and photorealistic rendering, plus a working feel for tolerances, materials, and assembly from time spent on a production floor.

EDUCATION

Bachelor of Science, Industrial Design | San Francisco State University

Aug 2021 – Aug 2026

- Vice President (final semester) and Events Coordinator for the SFSU chapter of IDSA, leading chapter programming and industry speaker events.
- Selected through competitive review for a paid architecture internship at a leading prefabricated building systems manufacturer; program eliminated company-wide before start date.

TECHNICAL SKILLS

CAD & Modeling: SolidWorks · Rhino 3D · parametric & surface modeling · technical drawings · GD&T · Fusion 360 (working knowledge)

Visualization: KeyShot · Blender · Adobe Illustrator, Photoshop, InDesign · photorealistic rendering

Fabrication: CNC milling & setup · 3D printing (FDM/SLA) · soldering · basic welding · precision measurement · rapid prototyping

Process: design for manufacturability · receiving inspection · cleanroom protocols · 5S/Kaizen · inventory forecasting

EXPERIENCE

Freelance CAD Drafter & 3D Designer | Independent — Remote

Jan 2026 – Present

- Translate reference images, sketches, and written requirements into accurate 3D CAD models, technical drawings, and visual renderings.
- Produce dimensioned orthographic, perspective, and detail views that nail down form, proportion, materials, and construction.
- Assemble drawing packages and presentation visuals that hold up in a client design review.

Production Operator | ELVE — Davis, CA

Mar 2026 – Present

- Build, assemble, and test precision components and sub-assemblies for vacuum electronic devices in a cleanroom, working to documented procedures and strict quality standards across 200+ units monthly.
- Inspect incoming parts and materials against engineering drawings and GD&T tolerances, flagging nonconformances before they reach the build.
- Track 100+ parts across assigned processes, heading off shortages and protecting build schedules.
- Drive process development and improvement work, including a process redesign that cut roughly 15% from assembly time.

Design Intern | Lenart Studios — San Francisco, CA

May 2025 – Sep 2025

- Turned creative direction into modeled, rendered concepts across 6+ concurrent client projects in a design consultancy.
- Produced 40+ presentation-ready renders and client deliverables used to move concepts toward approval.
- Conducted competitive market and materials research that shaped design direction and feasibility calls.

Graphic Designer | Super Purposes — Remote

Mar 2024 – Oct 2024

- Designed 100+ brand assets for social campaigns, digital ads, and book covers, on-brand across every channel.
- Ran recurring team meetings, coordinating deliverables and deadlines across a fully remote team.

Earlier: Busser / Food Runner, Mamma (2023) · Cart Attendant, Target (2021)

PORTFOLIO

Selected CAD models, renders, and drawing packages: colinhakl.com