

# EDUCATION:

## Bachelor of Science: Transportation Design ArtCenter College of Design (2021-2025)

Bachelor of Science: Transportation Design  
ArtCenter College of Design - Pasadena, CA  
GPA: 3.7 (Honors) (Provost List)



# PIERCE HOUGHTON

TRANSPORTATION DESIGN  
ENTERTAINMENT DESIGN  
CONCEPT ART

## EMAIL

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## PORTFOLIO

PIERCEHOUGHTON.COM

## PHONE

917-499-9354

## SKILLS

2D Sketching and Rendering:  
Adobe Photoshop / Illustrator / AI-Assisted concept exploration

3D Modeling and Visualization:  
Blender / Gravity Sketch / Adobe Substance / VRED / Alias

Vehicle Technology and Engineering:  
Up to date on the latest technologies and their diverse applications in and beyond automotive design: Specialty focus in heavy industrial vehicles, aircraft/spacecraft, mechs/robots, hard-surface props, and environments/characters for worldbuilding.

Specialty in Designing for Entertainment Media:  
Emphasis on integrating existing IP and narrative; combining aesthetics and themes of fictional worlds with grounded science and mechanical realism.

Design Presentation Communication and Visualization:  
Proficiency in English and public presentation/speaking; Coordinates with professionals across diverse fields for design projects.

Attention to Detail:  
Self-Motivated with great organizational discipline and time management skills.

# EXPERIENCE:

## Stellantis x Gravity Sketch Sponsored Studio Participant ArtCenter College of Design, Pasadena, CA (September 2024-December 2024)

Worked with the design teams at Dodge and Gravity Sketch to produce a cross-disciplinary automotive design project for an entry-level Dodge vehicle. Delivered a fully realized and rendered 3D model in Gravity Sketch, alongside animations and renders in Blender with supporting 2D digital design media.

## Design Intern

Curb Industries, Laguna Niguel, CA (May 2023-September 2023)

Worked on the TMGPS brand to develop production automotive interior component with sketching in Adobe Photoshop, and sketch modelling in Blender. Experience working directly with the user market for design critique. Designed TMGPS automotive posters in Adobe Illustrator and managed the TMGPS social media and its creative development for customer outreach.

# PROJECTS:

## ArtCenter Transportation Design Capstone Project: Bobcat Lynx

An entertainment design-oriented project for a hard-surface industrial utility vehicle for use in future space colonies, with design considerations for applications in existing film/television/videogame media properties. Focus on vehicle packaging, additive manufacturing, and specific use-cases within automated construction systems of a designed science fiction world. 2D digital design exploration alongside digital paintings, storyboards, technical illustrations, and finalized 3D modelled Blender renders and animations.