



www.chrispena.design

Chris Peña

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■ Professional Experience

VAST Space 2025
Industrial Design Intern

- Collaborated daily with mechanical, systems, and soft goods engineers to integrate design requirements into products
- Designed soft goods and crew-use equipment for microgravity environments, from concept through physical prototyping
- Built and evaluated full-scale mockups to test ergonomics, stowage, and operational ease in zero gravity workflows
- Worked with astronaut Drew Feustel and mission ops to translate spaceflight experience into functional design decisions
- Documented design intent, materials, and assembly details for internal reviews and cross-team communication

Designworks a BMW Group Company 2024
Industrial Design Intern

- Collaborated on client projects of various industries, from BMW & MINI brand projects, to heavy-duty industrial vehicle design language programs
- Developed production-ready fabrication & assembly solutions with external engineering teams
- Interfaced with UX & Automotive design teams
- Articulated design decisions for executive review through visualizations and oral presentations

Shackleton DG Architecture Firm 2019-2022
Job Captain/Draftsman

- Architectural design and drafting for residential, commercial, and mixed-use developments
- Simultaneously coordinated our project team, consultants, and clients on multiple jobs

■ Educational Sponsored Studio

Meyers Manx ArtCenter College of Design 2025
Industrial Designer & Team Lead

- Led a multidisciplinary team of five designers (Product/Industrial & Transportation), translating research insights into cohesive concept direction and design outcomes for final review
- Translated Meyers Manx brand DNA and values into vehicle form, CMF, and user experience across multiple lifestyle contexts
- Designed exterior and interior vehicle concepts over existing Club Car architecture with manufacturability constraints
- Produced visual storytelling, renderings, and presentation materials for final review with Meyers Manx stakeholders

■ Education

Bachelor of Science Candidate, Product Design 2023-2026
ArtCenter College of Design, Pasadena CA

Bachelor of Science Candidate, Architecture 2013-2014
Cal Poly San Luis Obispo, San Luis Obispo CA

■ Skills + Recognition + Interests

Design and Presentation: Sketching, visual ideation, 2D-to-3D translation, CAD-driven form development, rapid prototyping using digital & physical tools, photorealistic visualization, AI-assisted concept generation, and cross-disciplinary collaboration

Software: SolidWorks, KeyShot, Blender, Gravity Sketch, Adobe Illustrator, Photoshop, InDesign, AI tools; Midjourney, ChatGPT, Vizcom, NanoBanana, Microsoft Office; Mac and PC platforms

Recognition: Lundy Smith Creative Scholarship; Ahmanson Foundation Scholarship; ArtCenter Provost's List (2023-2025)

Interests: Cooking, golf, painting, watching sports (go Padres & Chargers), music events, hiking, space exploration, the beach