

AUTOMOTIVE DESIGNER
JOSHUA TON

E D U C A T I O N

- ArtCenter College of Design | Pasadena | Bachelor of Science | Transportation Design
Graduation Spring 2026

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E X P E R I E N C E

CAPSTONE | ArtCenter

- Designed the potential future of the Honda Odyssey.
- Visualized as a "LandJet" Concept.
Preserved what makes a current minivan appeal to a buyer.
- Addressed what draws buyers away from them.
- Crafted physical 1/5 scale model.
- Created an animated visualizer for the story and vehicle showcase.

Meyers Manx Buggies | Sponsored Contract Studio

- Worked in a team to develop a future Golf Cart Rover for the iconic Dune Buggy manufacturer, Meyers Manx.
- In depth project, addressing CMF, Safety, Product Design, User Scenarios, Packaging.
- Crafted physical model.
- Created an animated visualizer for the customer lifestyle, design storytelling.

Tran 6 | Advanced Studio at ArtCenter

- Designed a next-generation LeMans cross-country race concept, reviving the legendary Porsche 917.
- Crafted physical 1/5 scale model.
- Created an animated short film for the story, visual narrative.

KIA Strix | Personal Design Project

- Designed a modern EV GT concept, opening up a potential design language for KIA, remimagining what a GT can be.
- Created a 3D animation, displaying the design and form.
- Developed 3D assets in Blender.

S K I L L S E T

Concept Development, Design / Presentation, Clay Modeling, 3D Physical Model Development, Sketch, 3D Rendering

Blender Animation, Twinmotion, Adobe Photoshop, Adobe Illustrator, AI Toolset