luc hosy

Industrial Designer

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I am an industrial designer, three-dimensional thinker, and cross-collaborative leader in love with making big ideas real and connecting the dots.

skills

Computer-Aided Design
- Autodesk Fusion360
- Blender
- Solidworks
- nTopology

Prototyping
- 3D Printing
- Cardboard/Foam Mockups

Creative
- Adobe Illustrator
- Photoshop
- Premiere Pro
- InDesign

experience

USC Jimmy Iovine and Andre Young Academy
Jul 2022

Innovation Camp Student Leader
- Mediated intergroup conflicts by fostering collaboration and compromise instead of avoidance in a camp of 30 students, improving productivity and promoting creativity in the group

Samsung Electronics
May 2021 - July 2021

Product Developer Intern
- Product managed using action item lists in Notion to coordinate the completion of 9 deliverables in 10 weeks, resulting in fast paced innovation that followed an iterative process
- Designed and conducted market research surveys to come up with 3 product solutions modeled using Fusion360 and its render engine, ensuring a product market fit
- Presented ideas and findings on 3 occasions to a team at Samsung using slideshows made in Figma, communicating progress on our projects and presenting them a new application of their technology

Mana Systems
Oct 2020 - May 2021

CAD Contractor
- Conceptualized the team's ideas using Fusion360 for 3 design iterations, driving cross-company collaboration between the engineering team and the CEO
- Participated in the ideation process to brainstorm solutions in 4 different problem areas regarding the device's ability to withstand the harsh environment it was intended to serve in, adding to its robustness and reliability

education

University of Southern California
Aug 2020 - Present

Jimmy Iovine and Andre Young Academy
- Bachelors of Science - Arts, Technology, and the Business of Innovation
- Minor in User Experience
- Minor in Architecture

Awarded Trustee Scholarship
GPA: 3.94

involvment

3D Printing 4 Everyone (3D4E)
Oct 2021 - April 2022

General Member
- Led a team of 4 others to design and 3D print a refreshable braille display, resulting in a prototype for a more affordable device not dependent on the piezoelectric effect
- Presented ideas that my team came up with to club meetings with over 40 people, communicating the progress and findings we had made