

Richard Tanaka

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Experience

Blackbird, LLC. (June 2005 to July 2006)

Intern | Freelance

Experimented with materials and fabrication processes in order to resolve the manufacturing of components vital to the initial product launch. Worked with small lighting manufacturer proving designs through modelmaking and rapid prototyping. In addition to creating construction documents in CAD, sourced materials and manufacturing resources that best met our needs.

Sony Electronics, Inc. (September 2000 to May 2004)

Responsible for training and managing a staff of 35 at Sony Style in San Francisco. Primary duty was ensuring that the Sony brand was consistently and positively conveyed through customer service and merchandising.

As Inventory Control Manager, succeeded in reducing quarterly inventory shrinkage from 1.3% to .25% of revenues. This was accomplished through regular cycle counts and troubleshooting accounting errors.

Vail Resorts, Inc. (June 1996 to September 2000)

Retail Manager | Buyer

Responsible for managing and training a staff of 15 employees at Vail Snowboard Supply. Merchandised the store and designed custom fixtures. Forecasted sales, created budgets, developed ROI's as well as purchased hardgoods & softgoods for nine retail and rental locations.

Skills | Related Experience

Gaia and Gino sponsored project - *Dogs* - Fall 2005 - designed a modular/dual-use dog house for the smart pet owner

IDEO sponsored project - *Flight Experience* - Spring 2005 - designed a mood elevating people mover for baby boomers

Proctor & Gamble | IDSA sponsored project - *Underserved Communities* - Spring 2005 - member of multi-disciplinary design team that designed pesticide mitigation products for migrant field laborers

Kuth | Ranieri Architects sponsored studio - *Design Realization* - Summer 2004 - designed seating, wallpaper and room divider for the Iann Stolz Cottage in San Francisco, CA

Timbuk2 sponsored project - *Bikes and Technology* - Spring 2004 - designed electronics-integrated carryall for wheelchair users

Modelmaking, sketching, hand-rendering, pattern-making, sewing, drafting, presentation skills, metal fabrication, woodworking, Eden 330 3D rapid-prototyping system, Laser-cutter

Exhibitions

Salone Internazionale del Mobile | Milan, Italy - exhibited two dog products in a satellite studio sponsored by *Gaia and Gino* and *Max Mara*.

Computer Experience

Alias Studio Tools, Photoshop, Illustrator, InDesign, Graphite, Cobalt, Auto CAD, Sketch Up, iMovie, Acrobat, Word, Excel, PowerPoint, Front Page, Flash MX, Dreamweaver, Premier, After Effects, Final Cut Pro, Garage Band

Education

California College of the Arts - Bachelor of Fine Arts

Fashion Institute of Design and Merchandising - Associate of Arts