

Joshua Garcia

Designer working across spatial, industrial, and digital disciplines—driven by process, craft, and curiosity.

Say Hello.

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Selected Experience

Senior Product Designer

Disco (Full-time)

Los Angeles, California (September 22' - April 25')
Owned design for internal ad tools and shopper-facing experiences. Partnered with product, engineering, and data science to drive engagement and revenue growth.

Product Designer

Upperstudy (Freelance)

Los Angeles, California (March 22' - September 22')
Designed early-stage products for startups across transportation logistics, communication, and food delivery. Owned strategy, execution, and design system creation to support fast-paced growth.

3D Designer

MKG (Full-time)

Los Angeles, California (July 21' - February 22')
Designed immersive brand experiences for companies including Meta, Grubhub, WeTransfer, and Maui Moisture. Managed concept development, vendor coordination, and execution.

3D Designer

Production Club (Freelance)

Los Angeles, California (May 19' - May 20')
Designed large-scale brand experiences for events including AWS re:Invent, Devcon V, and YouTube Gaming. Supported concept development, budgeting, vendor coordination, and execution.

Designer

Nasa, Jet Propulsion Laboratory (Contract)

Los Angeles, California (January 19' - May 19')
Helped scientists and engineers in communicating their remarkable discoveries, research, and experiments. Led strategy and art direction.

Industrial Design Intern

Philippe Malouin (London) & Visibility (New York)

January 18' - December 18'
Supported furniture, lighting, and consumer product design for clients including Marsotto Edizioni, Resident, Ace Hotel, Hay, Roll & Hill, Sweetgreen, and Myro. Contributed to research, concept development, and early-stage ideation across both studios.

[See more on LinkedIn](#)

Education

Art Center College of Design

Pasadena, California (Graduated: August 17')

Bachelor of Science: Environmental Design

Skills

Design Tools

Adobe CC, Figma, Grasshopper, Houdini, Rhino, Solidworks, Unreal Engine 5, Vray

Programming

C++, C#, CSS, HTML, JavaScript, Python

Recognition

ICFF

Miami, Florida (October 17')

Project Featured: Lift Furniture System

Sturt Haaga Gallery Descanso Gardens

La Cañada Flintridge, California (April 16')

Project Featured: Invisible L.A.

ATU Internation

Quito, Ecuador (April 16')

Project in Production: Lift Furniture System