



Phone: (734) 929-8244
Email: ryan@ryan-polgar.com
Web: linkedin.com/in/ryanpolgar
instagram.com/ryan_polgar/
ryan-polgar.com

EXPERIENCE

Converse

Senior 3D Production Artist (Contract): January 2022 - Current
Produced photo-real 3D models and colorway renderings to reduce sample-making costs. Developed organizational pipeline for digital sample creation. Introduced Unreal Engine for virtual showroom presentations.

Cole Haan

Associate Footwear Designer: April 2019 - December 2021
Created new men's Outdoor, Dress, Casual, and Sport uppers, toolings, and color and material stories for key franchises. Introduced algorithmic 3D modeling tools (Grasshopper) and virtual reality design software to the brand, and utilized tools to design proprietary 3D tread patterns and sidewall textures. Operated and maintained SLS 3D printer.

New Balance: Performance Division

Material+Trend Design Apprentice: June 2018 - April 2019
Created material stories for Core Performance, Kids, and Speed categories. Researched material trends and competitor strategies, and presented quantitative findings to design and product marketing teams. Introduced algorithmic modeling tools to inline material creation. Designed and prototyped augmented reality systems and algorithmically optimized tracking patterns for basketball innovation concepts.

Global Brands Group: Private Label Division

Footwear Design Intern: June 2017 - August 2017
Assisted in footwear design across Womens and Mens athletic, dress-casual, and casual styles for multiple brands. Created a tactical footwear collection for Copper Fit. Researched and designed footwear packaging. Collaborated with other interns to pitch an augmented reality mirror concept to executives.

Infinity Firenze

Accessories Design Apprentice: January 2017 - May 2017
Constructed artisanal leather goods in an Italian atelier, using industrial sewing, skiving, and clicking machines. Worked on new designs to fit Infinity's current line of products, and adapted old patterns for contemporary proportions.

Syracuse University DesignWorks

Fabrication Shop Technician: September 2015 - December 2017
Operated 3D Printers (FDM+SLA), Laser Cutter, and CNC Mill. Supervised students in wood, plastics, and digital fabrication.

EDUCATION

Syracuse University: Class of 2018

Bachelors of Industrial Design (BID)
Studio focus in Fashion and Soft Goods
Study abroad in Florence, Italy
3.54 Cumulative GPA

Pensole Footwear Design Academy

New Balance x Modò Masterclass
January 2018 - February 2018
Designed the color and materials for a 3 shoe trail-running collection for the Chinese market, collaborating with three footwear design students and a 3D design student. Pitched the concept to the New Balance design team, and former CEO.

Asics x Footlocker Masterclass

May 2016 - June 2016
Worked collaboratively as the Color+Material Designer on a team of three creatives. Developed color stories, graphics, and material selections for the Asics Gel-Lyte One Eighty silhouette. Pitched lifestyle sneaker concept to Footlocker and Asics executives, and the founder of Nice Kicks.

SKILLS

Abilities

- Sketching and CAD Creation
- Photo-real 3D Modeling and Rendering
- Parametric + Generative Design
- Color and Material Concepting
- Tooling Design
- Leather Pattern-Making and Construction

Software

- Illustrator, Photoshop, InDesign, Procreate
- Rhino, Grasshopper, Kangaroo
- Modò, Colorway, Substance, Keyshot
- Gravity Sketch, Unreal Engine, Unity, Vuforia