

CAD Designer

Jason Nesmith
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Objectives

Detail-oriented and innovative CAD Designer with extensive experience in 3D modeling, blueprint interpretation, and technical design. Adept at solving complex design challenges, collaborating with engineering teams, and delivering high-precision results. Seeking a role where I can utilize my CAD expertise to contribute to innovative and efficient projects.

Skills

CAD Software Expertise: AutoCAD, SolidWorks, Revit, SketchUp. **3D Modeling & Design:** Development of detailed mechanical and architectural models. **Blueprint Interpretation:** Skilled in reading, analyzing, and drafting technical drawings. **G-code Knowledge:** Practical application of G-code for 3D printing processes. **Technical Proficiency:** Design for manufacturability, materials, and production methods. **Collaboration:** Experienced in working with engineers and cross-functional teams. **Problem-Solving:** Strong ability to address design challenges and optimize workflows

Experience

Imagination Vent / Art Director

October 2013 - June 2014, SAN DIEGO CA

Managed the creation of 3D models and game environments using Maya. Produced 75% of the game's assets, including textures, rigs, and animations. Supervised design teams and ensured alignment with technical goals and deadlines.

MD7 / CAD Designer

February 2020 - January 2023, SAN DIEGO CA

Interpreted blueprints and surveyor measurements, including right-of-way, curb, and street dimensions. Created photo simulations using Photoshop and SketchUp to visualize equipment installations. Developed 3D models of light poles, traffic signals, and buildings for 5G equipment integration.

Aerospace Industry / CAD and Fixture Designer / Freelance Projects

SAN DIEGO CA

Designed fixtures for aerospace components, supporting CNC machining and ensuring part accuracy. Collaborated on projects requiring attention to detail and high precision. Gained knowledge in CNC programming and machining from family mentorship (father is a CNC programmer). Worked on precise measurements and engineering design challenges in telecommunications and aerospace projects.

Underground Toys LLC / 3d Product Designer

October 2016 - October 2017, SAN DIEGO CA

Created 3D models and prototypes for high-profile franchises, including Star Wars and Minions. Developed spec sheets and detailed CAD drawings to guide manufacturing processes. Worked closely with licensors like Disney and Marvel to meet strict design standards.

Education

Gallaudet University / Bachelor of Arts in Multimedia

2005 - 2011, WASHINGTON DC

Studied under Master Max Kazemzadeh, gaining expertise in technology-driven creative solutions. Focused on 3D animation, video production, and multimedia design.

University Illinois of Springfield / Associate of Science in 3D Printing

2012 - 2013, Springfield IL

Studied programming, 3D printing, G-code, and painting techniques, building a strong technical foundation to complement creative skills. Gained hands-on experience in 3D printing processes and artistic applications.

Awards

Dean's List for two consecutive years and Best Photography Award at Gallaudet University for a featured photograph exploring reflections. Received the Worker of the Year award at Imagination Vent for exceptional contributions as Art Director. Earned the Core Award at MD7 for outstanding performance on telecommunications design projects. Achieved 2nd place in a high school CAD competition with a perfect design score and 1st place in the Pinewood Derby for both speed and creative design.