

Curriculum Vitae

John Lau

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Part-Time Lecturer
School of Industrial Design
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Earned Degrees

- **Master of Science in Industrial Design**, 1997-1999
College of Architecture
Georgia Institute of Technology
Atlanta, GA.
- **Bachelor of Science in Industrial Design** (with honor), 1992-1996
College of Architecture
Georgia Institute of Technology
Atlanta, GA.

Employment History

- **Owl Design Inc.**, Atlanta, GA., 2002-present
Founder and Principal
Independent design consultancy, specializing in “blue sky” product ideation and entertainment design
- **Cartoon Network**, Atlanta, GA., 1999-2009
Lead Conceptual Designer
Responsible for the brainstorming, visual development, and implementation of design ideas
(vehicles, characters, props, and environments) for the Toonami and Miguzi animation blocks using detailed conceptual sketches, marker renderings, blueprints, and storyboards
- **Click 3X**, Atlanta, GA., 1997-1999
Cel Animator and Designer
Responsible for the visual development and traditional cel animation of characters, props, and environments for various film and television clients

- **Johnson Research and Development Inc.**, Atlanta, GA., 1996-1997
Industrial Designer
Responsible for the creation of character, product, and environment concepts for numerous toy design projects and clients
- **Whitelight Design**, Atlanta, GA., 1996
Associate Industrial Designer
Responsible for product form ideation, marker rendering, and blueprint drafting for various consumer product and toy designs
- **Bel-Tronics Ltd.**, Atlanta, GA., 1994-1995
Junior Industrial Designer
Responsible for conceptual form generation, presentation quality marker rendering, and blueprint drafting for various consumer telecom products (cordless phones, digital answering machines, and accessories)

Honors and Awards

- **Thank a Teacher recipient**, 2013
- **1 Gold and 1 Silver Award** from the **Broadcast Designers Association** for “On-Air Design and Interstitials” for the Toonami animation block on Cartoon Network, 2002

Teaching

ID 2021 Industrial Design Sophomore Studio I - Planning and co-teaching a foundational design studio course for sophomore industrial design students. This course focuses on providing students with an overview of form making processes based on visual principles, introducing them to design terminologies and basic visual and verbal presentation techniques, and exposing students to the iterative nature of the design process. In addition, students learn to apply design research to the problem solving process and learn to communicate and present their design ideas to others. Students finish the course being able to demonstrate basic sketching and modeling techniques related to three-dimensional form making.

ID 2022 Industrial Design Sophomore Studio II -

ID 6401 Visualizing Interaction - Planning, design, and co-development of a new course

emphasizing the application of visual design thinking skills to the field of human-computer interaction (HCI). Geared toward graduate students in the MS-HCI program with an interest in industrial design.

Service

Industrial Designers Society of America (IDSA)

- Professional Member, 2011-present