

Nikola Bakovic

Multidisciplinary Designer

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Education

Rhode Island School of Design, RISD

2 College Street, Providence, RI, 02903
Bachelor of Fine Arts, Industrial Design 2014

Work Experience

Director of Design at West Office Exhibition Design Nov 2017 - Current

- Develop overall concept for projects while meeting deadlines, on time and on budget, from initial sketches to final installation
- Establish a shared vision with stakeholders
- Present ideas to clients, collected feedback, and adjusted design accordingly
- Oversee the design process
- Assure compliance with design parameters
- Supervise the development of bidding documents
- Help create pre bid exhibit cost estimates for clients
- Review bids and advised clients in the selection process
- Evaluate shop drawings from fabricators
- Assist in the value engineering of exhibits to reduce costs when needed
- Appraise deliverables before final approval
- Manage designers and subcontractors and mitigate any issues that arose
- Oversee graphic development and implementation

Exhibit Designer at West Office Exhibition Design Sep 2015 - Nov 2017

- Helped conceptualized and develop new projects
- Developed presentation packages for client review including renderings, CAD models, graphic layouts, and storyboards
- Built full-scale models and prototypes of exhibits
- Compiled bidding packages
- Designed multimedia material for promotional purposes
- Aided new designers in their daily work tasks
- Participated in the interview process for new designers
- Fostered staff-level client relationships
- Managed all aspects of IT maintenance and upgrades for both hardware and software

Relevant Experience

Business & Product Design 2013

Designed & built a line of furniture pieces for pet owners by applying key methodologies such as research, concept exploration, system thinking, concept validation, and storytelling. Consolidated various design constraints, including form & structure, material properties, and value propositions in order to deliver a successful line of products.

RISD Lunar Rover Club Design Leader 2013-2014

Managed the design and manufacturing of the new RISD Lunar Rover, by deciding final designs on every system, helping team members to resolve issues, checked all components for quality, and ensured project completion.

Skills

Software

VectorWorks, Cinema 4D, Rhino3D, Maya, Zbrush, SolidWorks, Sketchup, KeyShot, V-Ray, InDesign, Photoshop, Illustrator, After Effects, Premier, Lightroom, Microsoft Office

Fabrication

Rapid Prototyping, Advanced Wood Working, Advanced Machining, Carbon Fiber, Fiberglass, Investment Casting, Resin Casting, Glass Work, Mold Making, Model Making, Ceramic Work

Awards

Ken Hunnibell Award 2014
Rhode Island School of Design Honor Role 2012-2013
Digital Nature Exhibit, 2013
RISD Scholarship 2011, 2012, 2013, & 2014
Fred M. Roddy Scholarship 2012, 2013, & 2014