

Ben Salthouse

studied Industrial design at Philadelphia University and landed his first "real" job at Michael Graves's studio. After drinking his fill out of the fountain of Post Modernism he rode his bicycle across the country. 5500 miles later, after arriving in San Francisco, he began teaching at CCA and freelancing around the bay for everyone from engineering consultancies to furniture designers.

Education

Philadelphia University
BS in Industrial Design
2002 - 2006

Skills

Solidworks
Adobe Photoshop
Adobe Illustrator
Adobe Indesign
Hand Prototyping
Rapid Prototyping
CNC Operation

Contact

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Professional Experience

Salthouse Design
Industrial Designer

Oct. 2009 - Today

Clients include: Most Modest, Pfeiffer Lab, D2M Inc, Peter Stathis & Virtual Studio, Under Armour, Ear Peace, Frog and others.

Most Modest
Lead Designer

Mar. 2013 - Aug. 2016

Played a pivotal role in launching and building Most Modest, a thriving small design firm and product company. My accomplishments resulted from fully integrating my experience and skills in industrial design, marketing, graphic design and prototyping.

Designed eleven furniture product lines for our client, High Tower Group:

Prepared furniture concepts for the executive team semiannually • Created scale and full size prototypes for internal validation and presentation • Prepared documentation for handoff to manufacturing team and worked closely with them to maintain design intent throughout development • Played a key role in photoshoot prep (fabric/color/material selection, set design and creating furniture applications) and assisted photoshoot art direction • Created product brochure, tear sheets and assembly instructions

Built Most Modest's in-house brand:

Created the brand's voice, look and feel • Designed ten products for launch • Prototyped products in house with CNC, laser cutter, 3D printer • Prepared for and assist with art directing photoshoots • Created marketing assets (catalogue, social media posts, ect.) • Designed and built our trade show booth • Attended up to six trade shows per year across the country • Sourced manufacturing partners and managed our relationship • Designed packaging • Managed orders and customer service for direct sales and wholesale

California Collage of Art
Lecturer

Jan. 2010 - Dec. 2012

I taught a solidworks classes in the industrial design department. In addition to a solidworks classes I taught an introductory design studio.

Michael Graves Architecture & Design
Industrial designer

Sep. 2007 - Aug. 2009

As a designer for this internationally known design firm I was part of a team designing furniture and lighting for a 6 billion dollar hotel casino resort, Resorts World Singapore; I also assisted with the updating of 2009 Target Inc. housewares run and packaging. Other clients included: Drive Medical, Progress Lighting, Slice, Stryker, Westco.

Milano Series
Industrial designer

Jan. 2007 - Sep. 2007

Josh Owen LLC
Intern

Jun. 2005 - Aug. 2005