

ADAM TOLSMA

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SKILLS

Interested in all things creative I have become especially captivated by interior and environmental design. From the design of the space to the design of the furniture no details are over-looked. I am quite skilled and efficient designer, fabricator and 3D modeler capable of producing realistic and detailed renderings that are both innovative and beautiful. My training as a furniture designer armed me with a number of skills working with a variety power tools including table saws, band saws, jointers, planers, vacuum forms, TIG and MIG welding, grinding, and metal finishing and computer programs such as 3DS Max, Form Z, Adobe Photoshop, Illustrator, Acrobat and Microsoft Office. I have experience working in creative environments and working collaboratively with other creative design professionals. Furthermore I am looking forward to proceed with my career and continue to design and produce creative and intriguing product and environmental solutions.

EDUCATION

2002-
2006 **BFA: Furniture Design** Minneapolis College Of Art and Design.

EMPLOYMENT

2006-
2009 **Carbon Collaborative. Minneapolis, Minnesota**
Three Dimensional (3D) Drawings and Designs

While at Carbon I had a lead role in designing, rendering and animating commercial, retail and tradeshow spaces, as well as designing custom and retro fit retail fixtures, helping businesses express their branding and development goals. Using intriguing materials and imaginative designs we were able to achieve these goals. My responsibilities also include, among other things, leading three dimensional design and rendering projects from start to completion, graphic prep work, and consumer tendencies, as well as finding new and managing material samples.

2005-
2007 **Three Pagodas. Minneapolis, Minnesota**
3D Drawings and Designs

Using Form Z I would create 3D drawings for promotional materials and custom furniture pieces. My responsibilities also include designing furniture for Three Pagodas' line of custom furniture, 3D rendering, as well as creating and modifying much of their website artwork.

2007-
2008 **Studio 2 on 3. Minneapolis, Minnesota**
Furniture, Product Designer

Studio 2 on 3 was a furniture and product design studio created by four of my colleagues and myself. Through collaboration we integrated graphical elements and three-dimensional creations. This idea was pivotal to our design philosophy. We strived to incorporate re-used, environmentally friendly, and uncommon materials to produce a canvas for our graphical and 3D work. Studio 2 on 3 worked to bring together styles of design and sculpture to form a collective of the two disciplines.

2005-
present **Freelance Designer**
Product Designer

In my free time I enjoy creating and marketing personally designed products. Currently I am interested in creating funky products that can be produced in mass through the use of CNC routing, laser cutting and casting technologies. At the moment my work is being represented by such shops as Robot Love and the Walker Gift Shop. My work has also been featured in local publications.

EXHIBITIONS & PUBLICATIONS

2009 White, Doug. "Look." HOW Magazine Aug. 2009: 20.

2009 Christian, Katie. "City Bites." Twins Cities Metro Jan. 2009: 23.

2007 Furniture Studio 5 - The Meaning of Craft, The Furniture Society, Asheville, NC 2007

2006 Members Gallery, Herron School of Art, IUPUI, Indianapolis, IN