

JARED HELINSKI | COOP PRESENTATION APRIL 2021



# AGENDA

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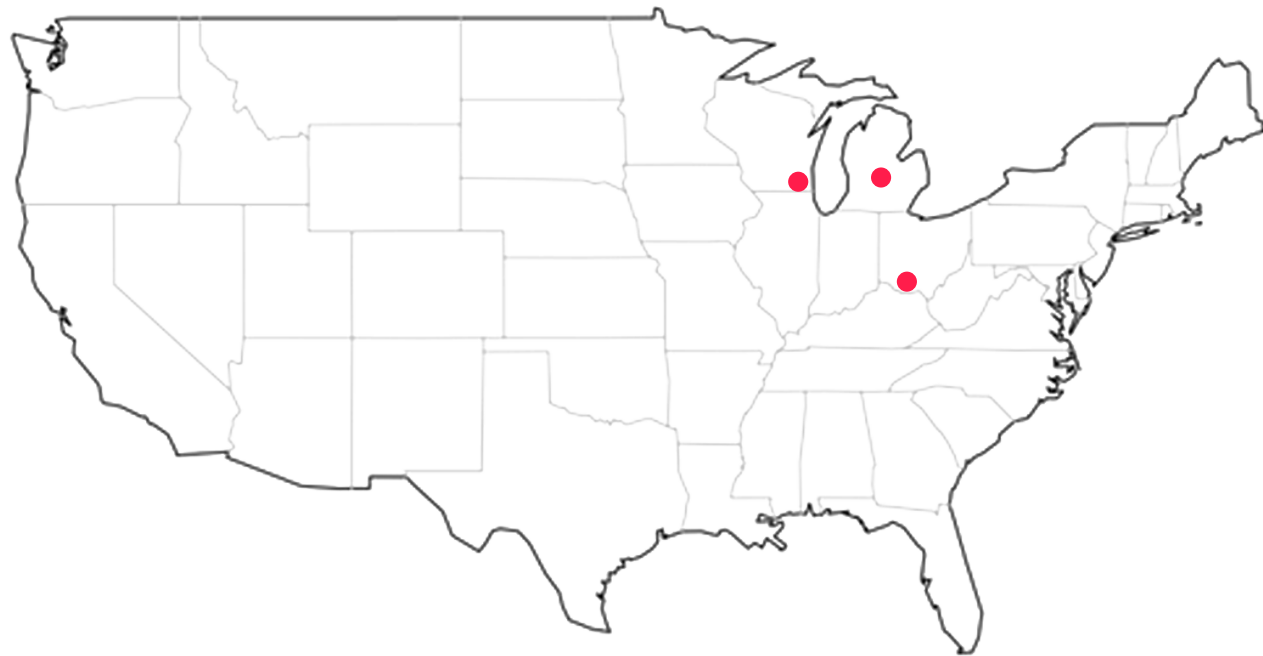
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Key Takeaways

01

INTRODUCTION

## ABOUT ME





EDUCATION AND EXPERIENCE

Education

DeWitt  
HIGH SCHOOL



Experience



**Shark** | NINJA



## OPPORTUNITIES

- I had the opportunity to work on projects for all of these different companies and more at my time at Kaleidoscope.
- The wide range of companies allowed for a wide range of learning opportunities and experiences.
- Each project provided different challenges and opportunities along the way.



# 02

## PROJECT OVERVIEWS

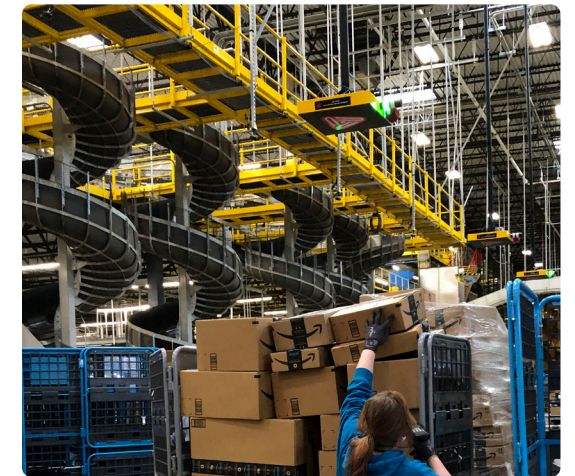
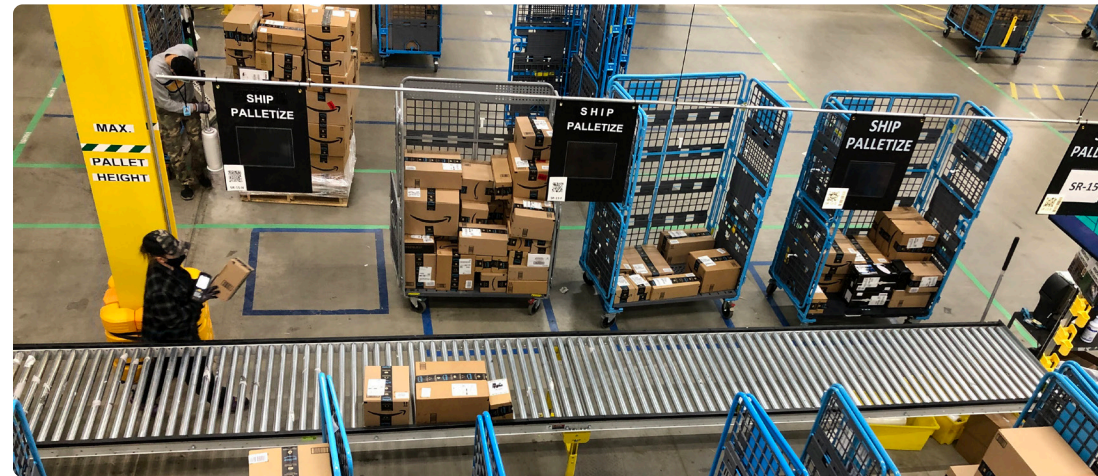
# AMAZON PROTEUS

## Amazon Proteus Overview

An Amazon Robotics project focused on developing a robot drive system that moves carts of packages accross werahouses in shared spaces with associates.

## On-Site Research

I got the opportunity to travel to multiple Amazon warehouse facilities in order to study cart movment. I participated in interviewing associates, measuring layouts and equipment, Recording and mapping movement interations, and learning specified workflows.



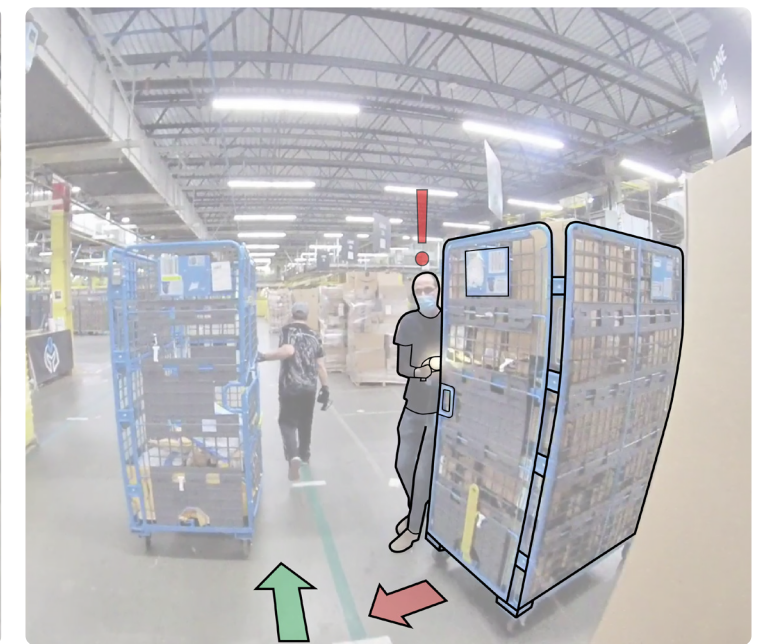
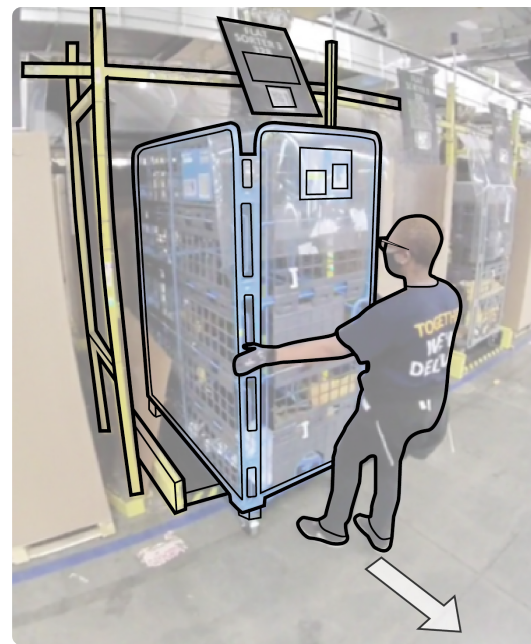
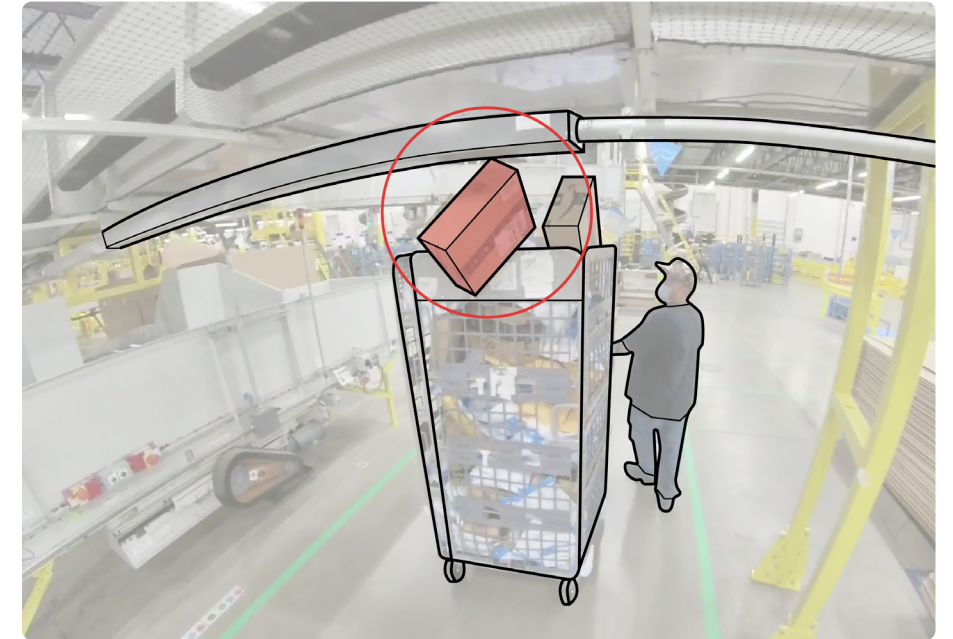
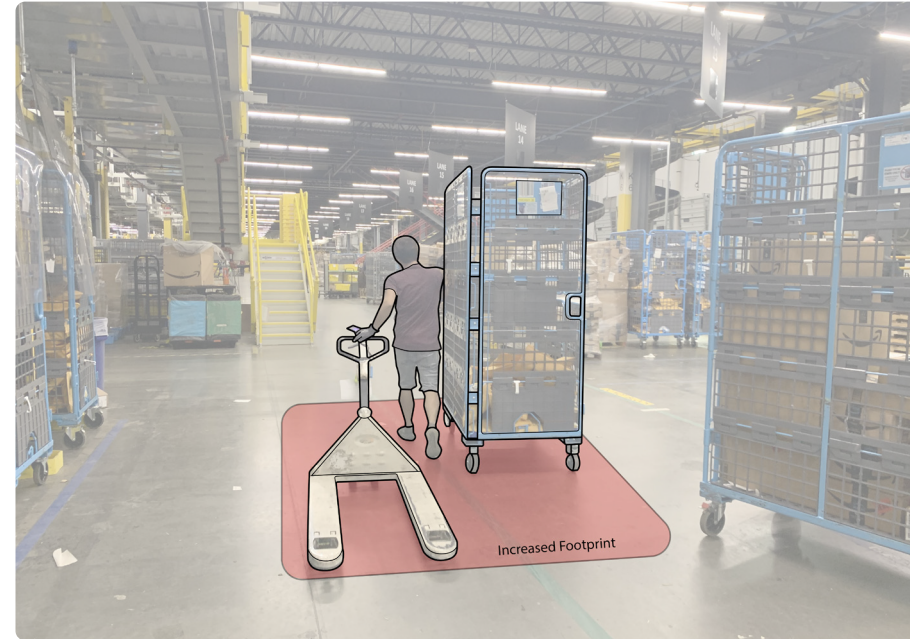


# AMAZON PROTEUS PROCESS VISUALIZATION

## Process Visualization and Storyboarding

After the research trip, I was able to continue utilizing the photos and videos captured in order to create simplified visualizations of problems and processes.

I created visualizations for, Flat Sort cart movement, Ship Sort cart movement, staging area cart movement, cart movement techniques and challenges, failure modes, cart assembly, Air Sort scanning and loading, and staging preparation.





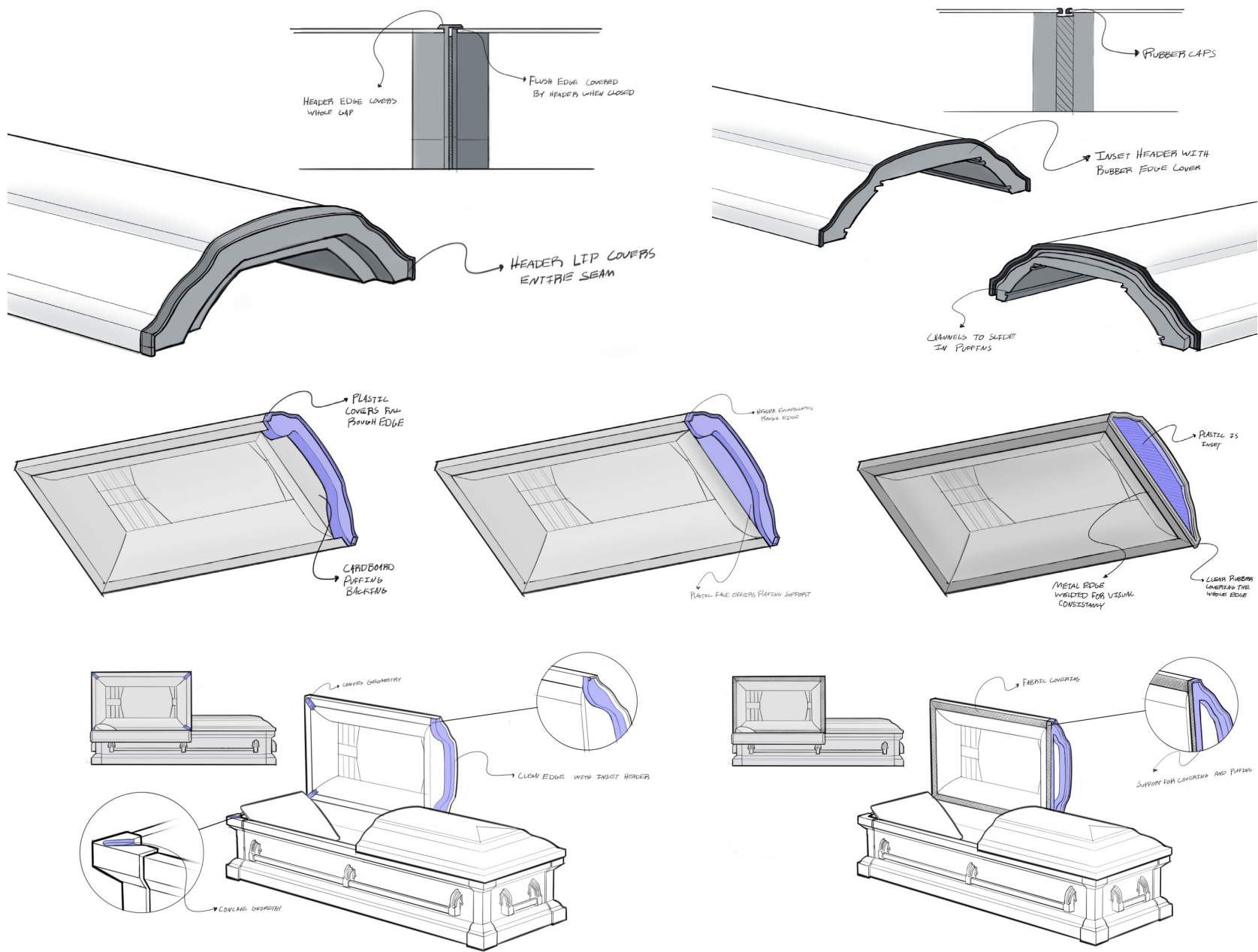
# BATESVILLE

## Batesville Casket Overview

Batesville was looking to develop a new casket to directly replace a previous model. The new design objectives were to cut costs by a specified margin while maintaining both the look and quality of the previous model. This project offered challenges because of heavy manufacturing and engineering considerations as well as strict aesthetic guidelines all while maintaining a specific price range.

## Concept Sketching

I mainly ideated on concepts for a new header cap that, capped a rough edge, blocked light gaps, incorporated a belly header concept, and maintained a specific aesthetic.



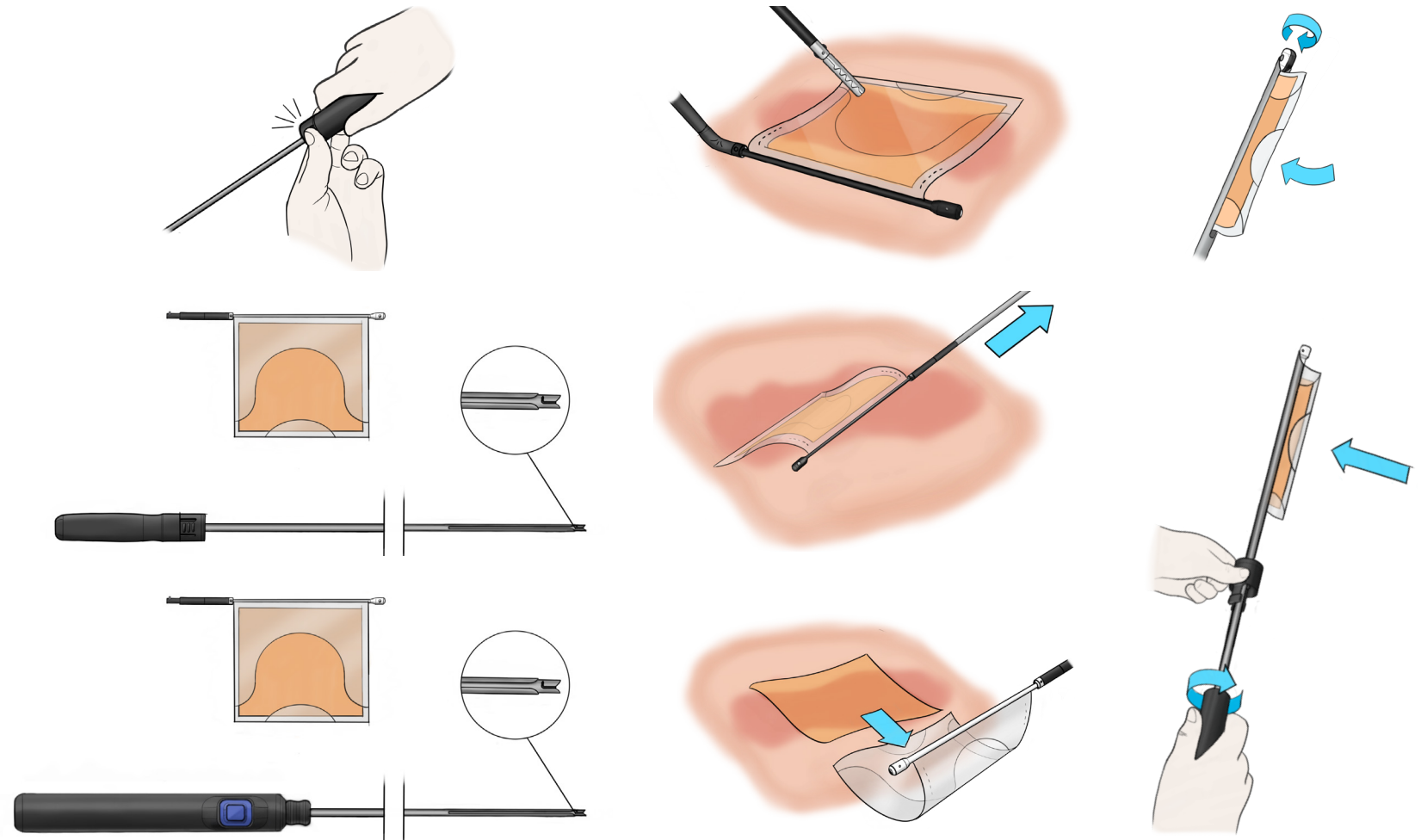
# BAXTER SEPRAFILM

## Baxter Seprafilm Overview

Baxter Seprafilm is a medical device that inserts a retractable flag through a trocar in order to apply a film to open tissue to prevent it from sticking to other part of the body during surgery.

## Story board Development

I was involved in handle shape ideation, prototyping, research assistance, but mainly storyboard development during my time on this project. I helped create the sketching and renderings of the different steps of the process. These steps had to be clear and concise in order to convey the correct information to the user.



# EYEVENSYS GENERATOR

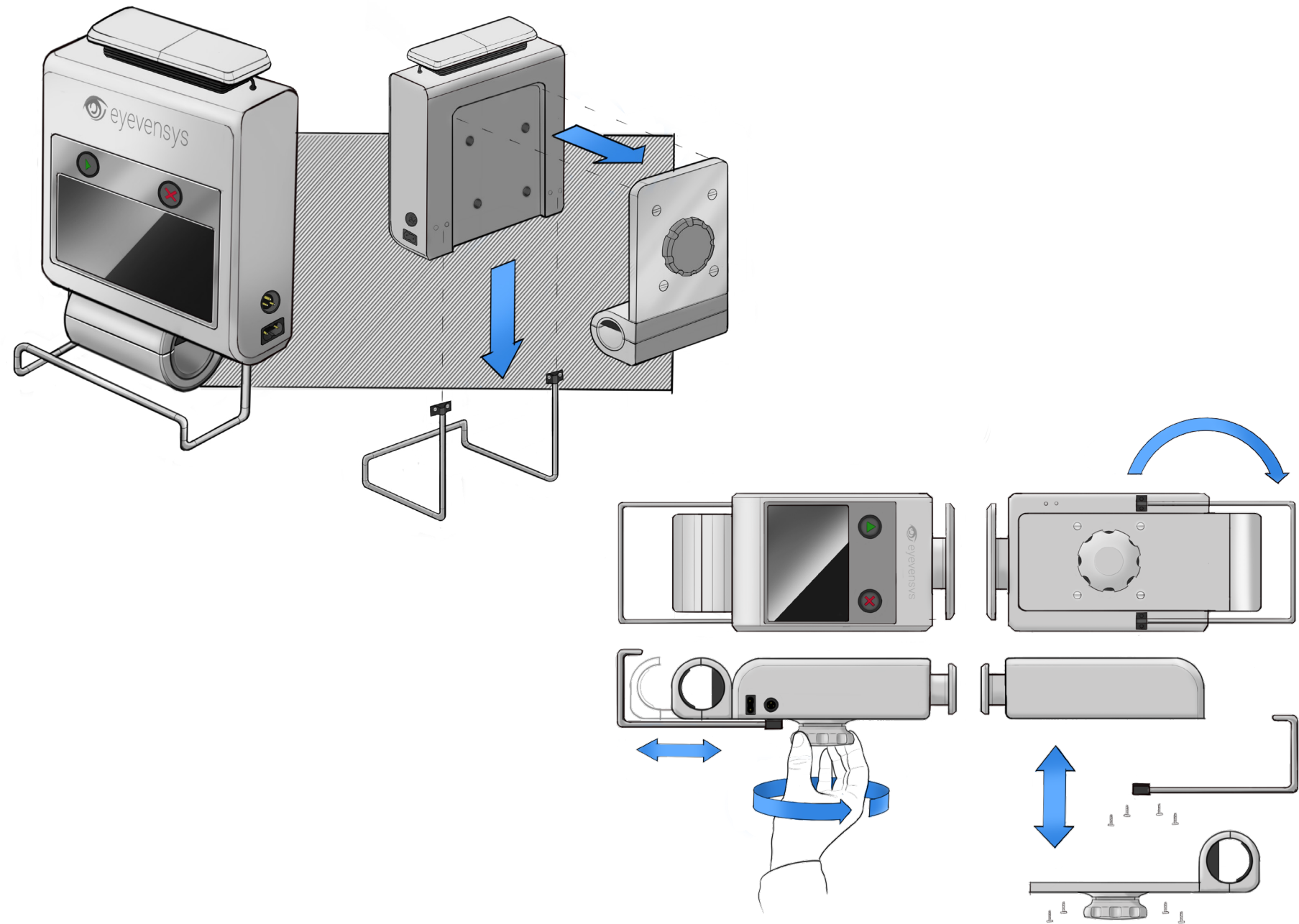
## Overview

The Eyevensys generator is a power generator, control center, and a display screen for for the Eyevensys ocular device.

This concept for the eyeevensys generator turns the original generator design into an adaptable and space efficient concept. This design is more portable and can attach an IV pole and mayo stand. It takes into account sanitation concerns, internal components, mechanical elements, information display, and cord management.

## Concept Visualization

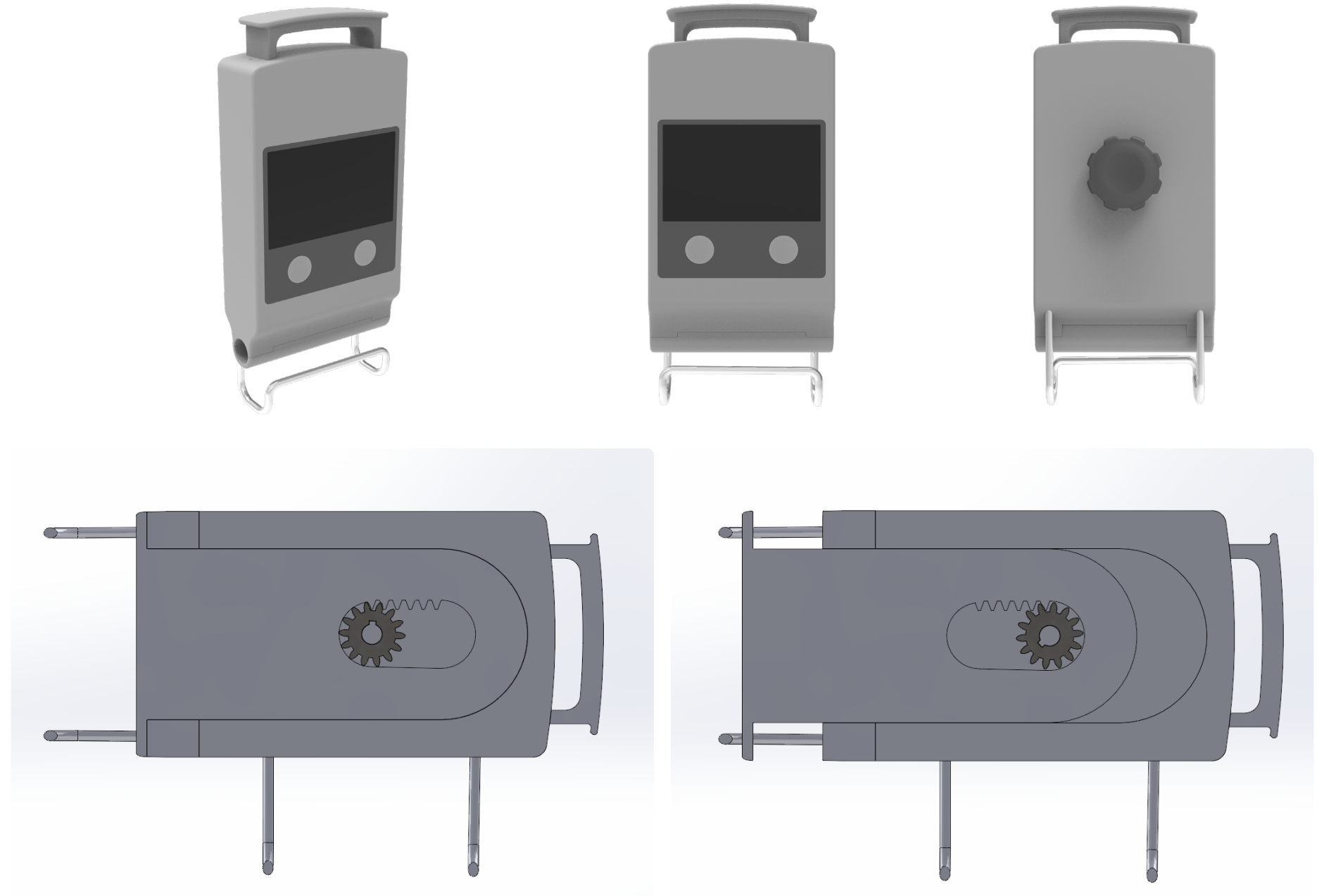
I created sketch concpets, orthograpic renderings, and perspective renderings of the chosen concept. They display the functionality and mechanical elements of the concept.



# EYEVENSYS GENERATOR

## CAD Development

I continued to go on and develop a similar concept in Solidworks. This concept was created for the purpose of developing a mechanically functional prototype and accurate visual representation.





# COGNIVUE

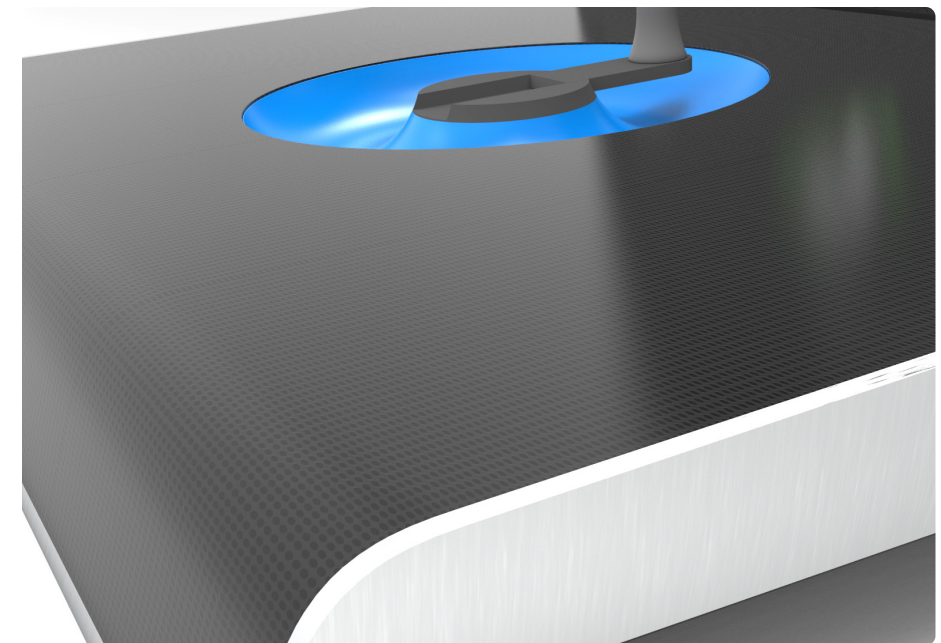
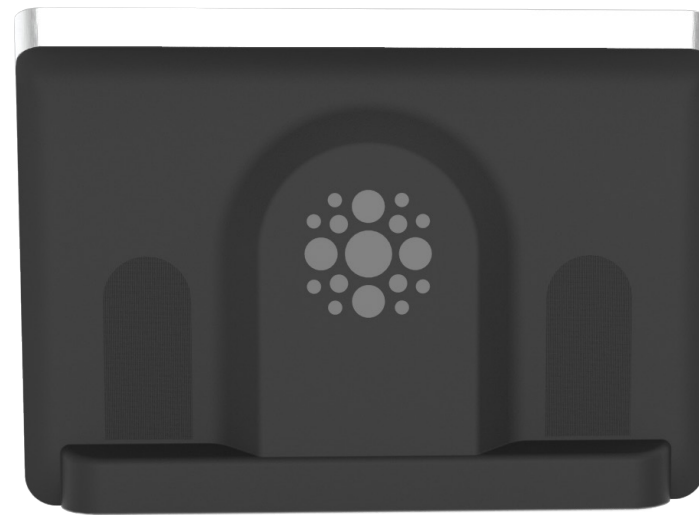
## Overview

This device is used to test and record the cognitive ability of users in a laptop-like form factor. It uses the physical dial and on-screen images to create and operate this test.

## Color Material and Finish

I helped work on ideating CMF features for multiple parts of the device such as:

- IMD patterns for the touch surface
- Texture patterns for the touch surface
- Speaker forms and patterns
- Venting forms and patterns
- Color elements to differentiate models
- Overall color variants

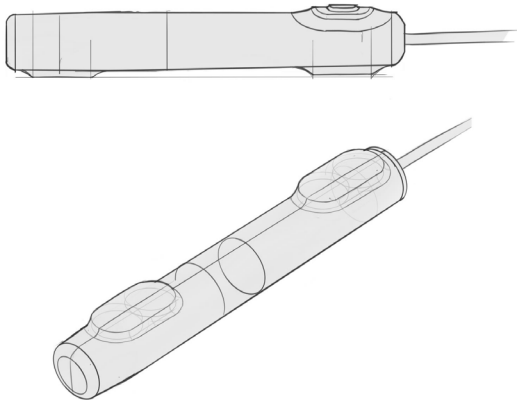
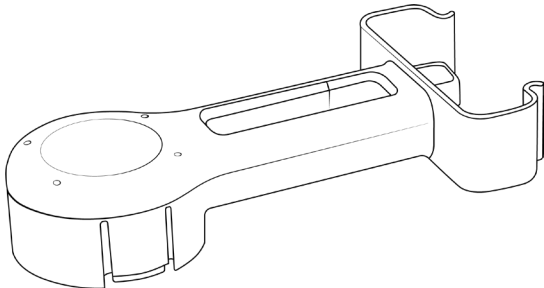
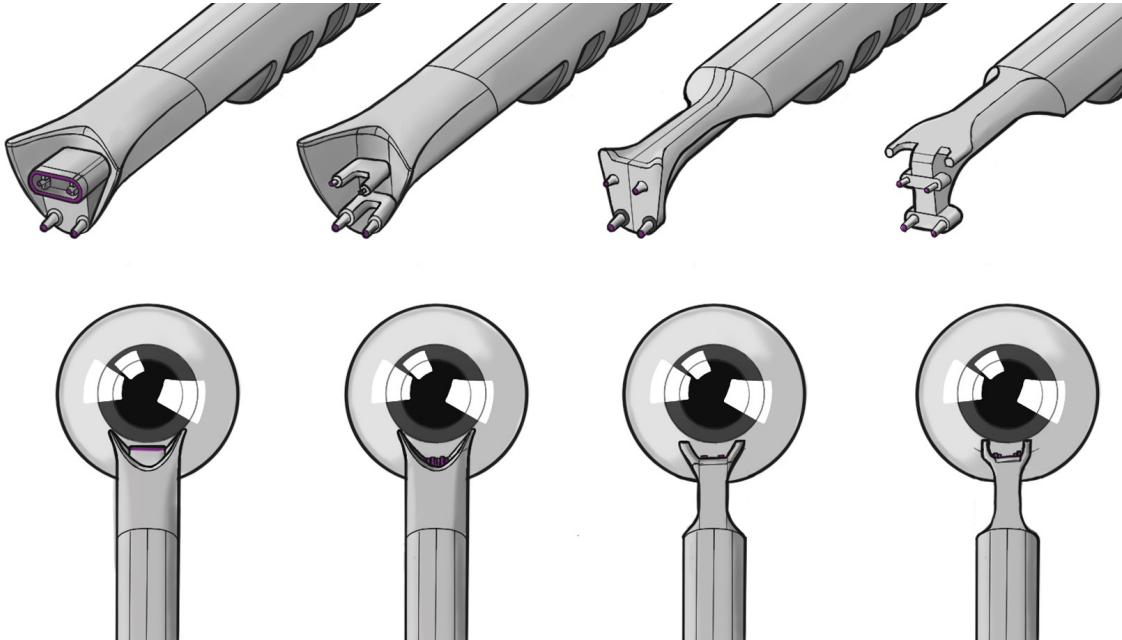
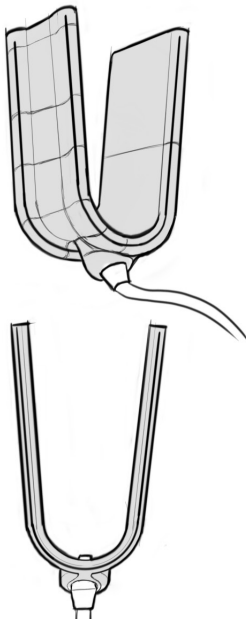
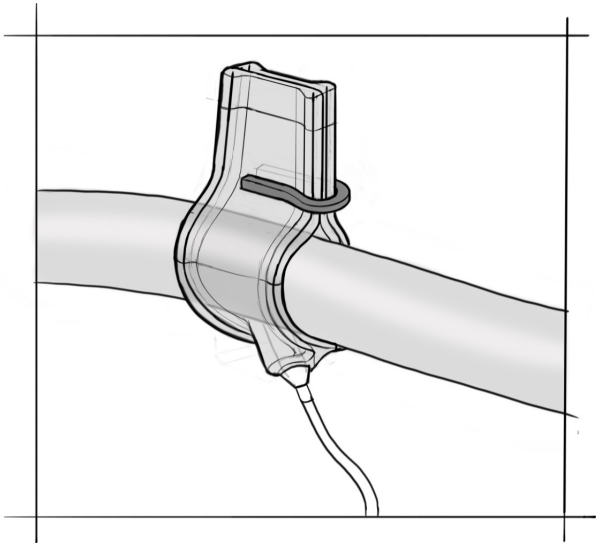




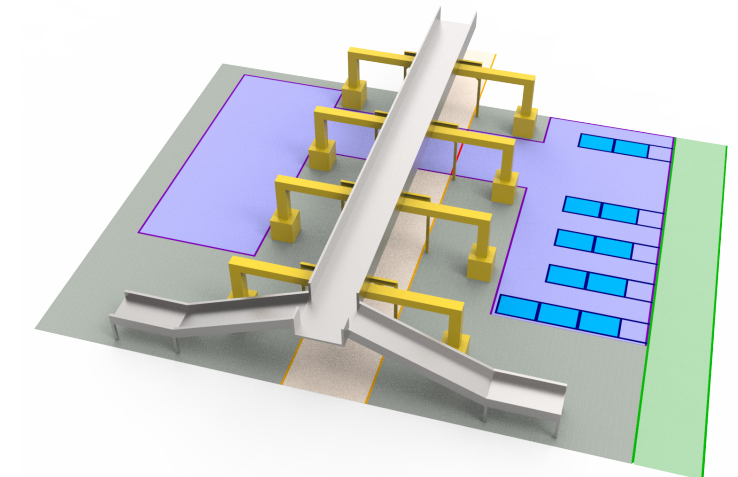
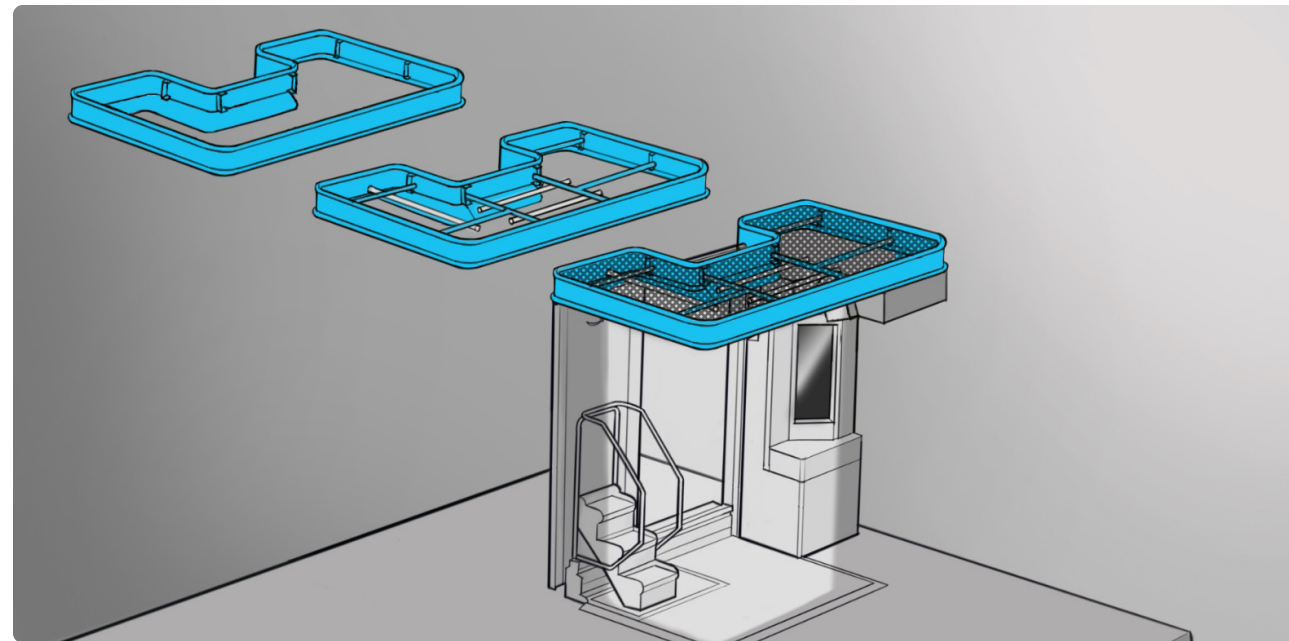
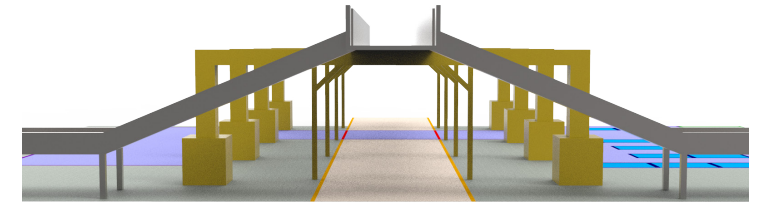
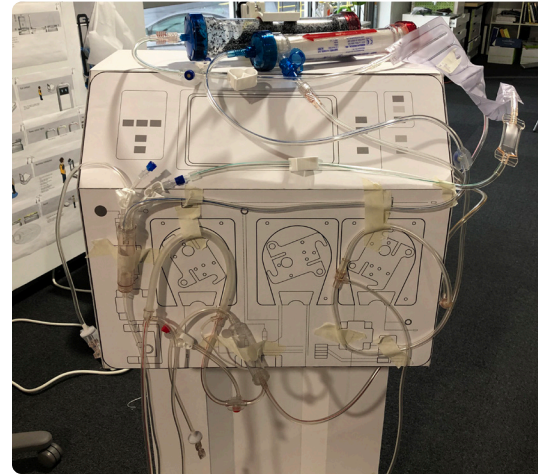
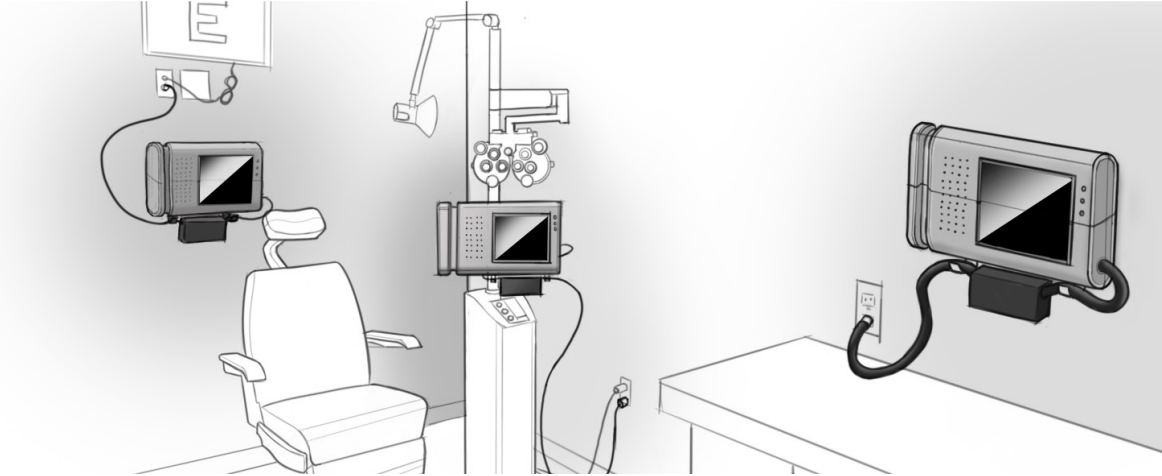
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EXTRA HIGHLIGHTS

PROJECT EXTRAS



## PROJECT EXTRAS



# 04

## KEY TAKEAWAYS

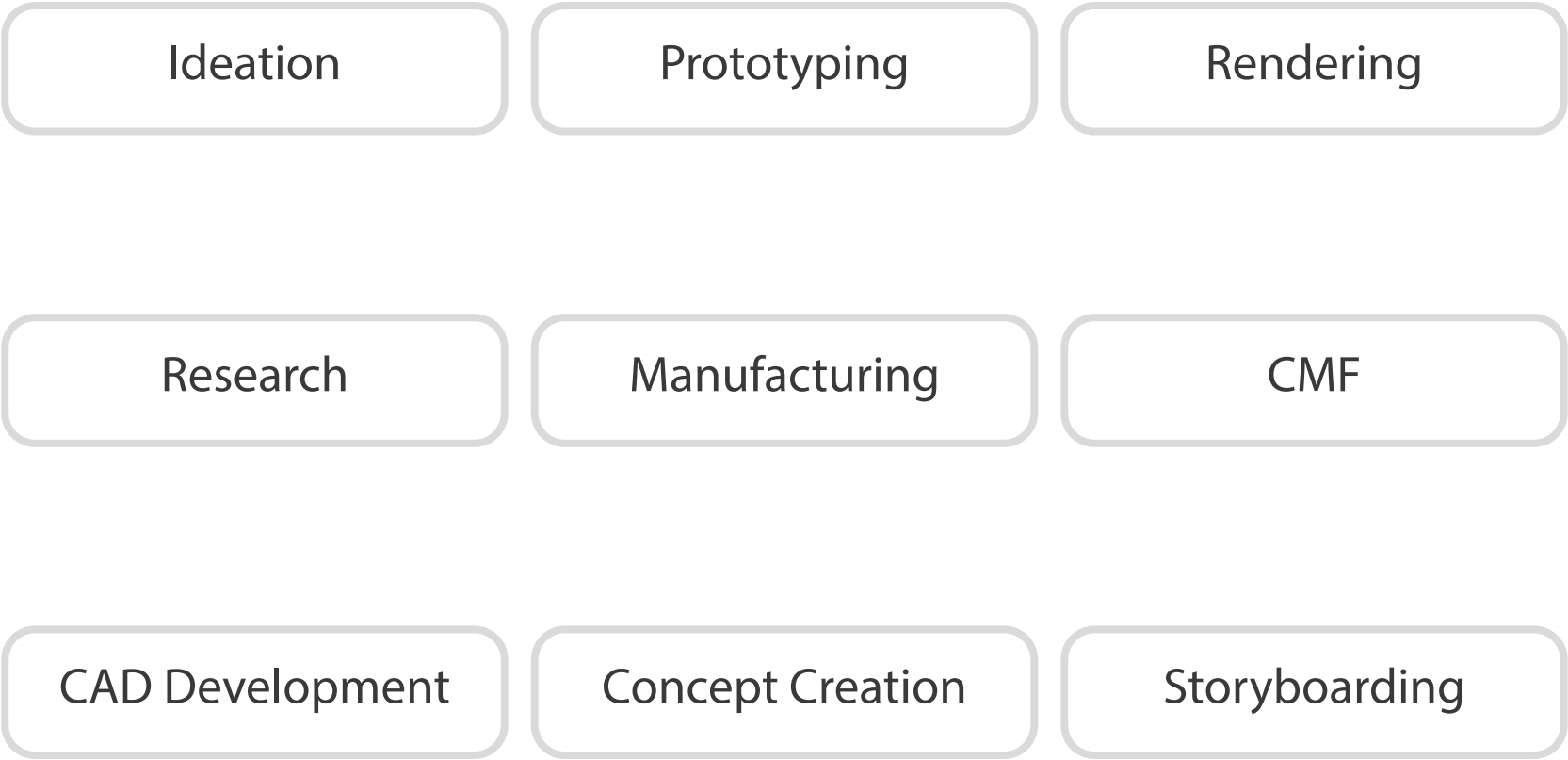
# KEY TAKEAWAYS

Through my work spanning multiple projects I was able to touch almost every step of the typical design process and more.

I was able to get a wide variety of experience and exposure to the different parts of industrial design while working with different designers each step of the way.

Everyone I worked with was extremely welcoming and friendly. They were very helpful in getting me up to speed in a project, offering tips and tricks along the way, and giving valuable critiques.

This environment helped foster a feeling that I could both simultaneously contribute to a project while learning and growing along the way.





THANK YOU!

