

George Kote

Design Engineer

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Software

SolidWorks
Autodesk Alias
Rhino + Grasshopper
Fusion360
KeyShot
Blender
Abaqus
Adobe Creative Suite
Microsoft Excel

Coding

Python
Rhino.Compute API
HTML/CSS
Javascript
React
C#

Skills

Concept Development
Prototyping
Ergonomics
Design for Manufacturing DFM
Product Architecture
Visual Branding Language VBL
Solid & Surface Modeling
Class-A Surfacing (G2/G3)
Assembly Management
Mechanism Design
Simulation FEM
GD&T

Languages

English (Native)
Greek (Fluent)

Relevant Coursework

- Material Selection Criteria for Design (6)
- Finite Element Method (3)
- Calculus 1 (3)
- Chemistry 1 (4)

Experience

Tangent Design Group | Design Engineering Intern

September 2023 - December 2024

- Produced Class-A (G2/G3) surface geometry in Autodesk Alias for automotive and maritime exterior components.
- Developed A-side, B-side, and trim/tooling surfaces for fiberglass and thermoformed parts with DFM and tooling constraints in mind.
- Collaborated with engineers & designers to refine surfaces toward production-ready geometry; performed a basic static stress FEA study on a mechanical bracket.

Priority Designs | Industrial Design Intern

May 2023 - August 2023

- Developed SolidWorks surface models, managed a small mechanical assembly, and prototyped three core mechanisms for a self-directed intern project.
- Applied DFM principles during CAD development and physical prototyping
- Pre-production grade soft-tooling for injection molded parts.

Milwaukee Tool | Industrial Design Intern

August 2022 - December 2022

- Design lead on a power tool product through multiple Release Prototype (RP) milestones, representing industrial design in cross-functional reviews.
- Defined product architecture, ergonomics, and visual branding language (VBL) in collaboration with engineering and marketing.
- Developed CAD models and 3D-printed prototypes over engineering internals to evaluate form, fit, and usability; worked with parasolid data in Siemens NX.
- Maintained a cohesive design vision through sketching, prototyping, and iterative refinement; gained exposure to PLM workflows.

Procter & Gamble | Industrial Design Intern

January 2022 - May 2022

- Contributed to upstream concept development within a corporate ventures team.
- Designed and built functional prototypes using 3D printing and mechanism design to support early MVP exploration.
- Iterated concepts through sketching, CAD, and prototyping based on design and engineering feedback.

Education

Politecnico Di Milano

Graduate Studies in Engineering & Design 2023 - 2024

- Graduate-level coursework in Finite Element Method, Mechanical Design (Kinematics), and Materials Selection for Design Engineering
- Completed final case study in Abaqus, including boundary conditions, convergence analysis, and validation against hand calculations.
- Designed and engineered a functional product prototype in a multidisciplinary studio.

University of Cincinnati DAAP

Bachelors Industrial Design 2020 - 2025

- 1 year total professional work experience through co-ops
- Bearcat Motorsports
- Experience with CNC programming for 5-axis mill in FusionCAM, custom g-code, part-holding
- Dean's List