Daniel Diaku
Product Designer – 3D Systems, Configuration UX, Working Prototypes
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EDUCATION

Northwestern University Evanston, IL
Master of Product Design and Development Management *part-time, expected graduation June 2027*
Full Sail University Winter Park, FL
Bachelor of Science in Computer Animation *September 2016*

SKILLS

- **Software:** Autodesk 3ds Max, Maya, Fusion, Blender, SolidWorks, Adobe Photoshop, Illustrator, V-Ray, Renderman, Unreal Engine, Premiere Pro, Substance, Canva, FigJam, Jira, Wrike, TortoiseGit, JMP
- **AI-Assisted Development:** Claude Code– agentic workflows, script generation; NotebookLM & Perplexity – research synthesis, Meshy AI – generative 3D asset creation, Wispr Flow – voice-to-workflow capture
- **Technical & Design:** 3D Modeling and Optimization, Visual Logic, CAD Drawing, Visual Effects, Computer Animation, Illustration,, AR/VR Integration, PBR workflows, Data Visualization, User Research, Product Roadmapping, Prioritization (RICE, MoSCoW), Wireframing, Design of Experiments, Statistical Process Control, Usability Testing, Go-to-Market Planning, Business Model Design
- **Programming Languages:** JavaScript, MAXScript, Python
- **Professional:** Cross-functional collaboration, Negotiation and Conflict Resolution, Requirements elicitation, Client-facing implementation, Creative problem-solving, Stakeholder Communication, Design Thinking

EXPERIENCE

Tacton Systems Chicago, IL
3D Visualization Specialist *September 2025 – July 2026*
Tacton is a global SaaS company building Configure-Price-Quote (CPQ) platforms for complex manufacturers, enabling accurate customization and visualization of engineered products.

- Delivered the 3D visualization layer for a commercial truck body manufacturer's engineer-to-order → configure-to-order transformation as part of a 7-person implementation team, replacing per-custom modeling with a configurable product platform.
- Decomposed a manual modeling pipeline into mechanizable and judgement-driven work, then automated the repetitive path with AI-generated MAXScript and configuration matrices, delivering 165+ parametric assets covering 21,000+ manufacturable configurations.
- Built Visual Logic and JavaScript configuration behavior for a stainless processing-equipment manufacturer's tank line – dimensional variants, add-on's, material and color rules – implementing with Claude Code against internal APIs and in-house coding standards and translating data modeler requirements into implementable selection under senior engineering direction.
- Established repeatable AI-assisted workflows for asset generation and variant tracking that other contributors could run, converting one-off automation into a team-usable process.

Caterpillar Inc. Peoria, IL
Parts Information Graphics Specialist *March 2021 – September 2025*
Caterpillar Inc. is a leading global manufacturer of construction and mining equipment, engines and turbines, supported by a global dealer network that services and supplies parts for every machine.

- Built the 3D machine models dealers and technicians use to identify, configure, service and order parts in Caterpillar's 2D, 3D and AR applications, covering 76 complete machines files across 17 equipment categories.
- Translated large engineering data into optimized models of hydraulic, electrical, air conditioning, powertrain, engine systems within each machine category.
- Engineered Python and MAXScript automation in Autodesk 3ds Max that raised annual model output 41% (17→ 24 machines) while cutting build time per machine 27% (60.8→ 44.4 hours).

Ethan Allen Global Inc. Danbury, CT
3D Generalist *April 2018 – April 2020*
Ethan Allen is an American manufacturer and retailer of finely crafted furniture and decor, offering endless customization options

- Developed 10,000+ 3D assets for in-store retail & eCommerce technologies, display planning, merchandising, and independent retail networks, including visualization for Disney resort properties.
- Produced photo-realistic interior renders and integrated 3D assets into AR/VR applications for iOS, Android.

Missouri University of Science and Technology *Remote / Rolla, MO*
3D Animator, Systematic Paleontology Project *January 2018 - August 2020*
Implementation for the Department of Geosciences, Geological and Petroleum Engineering

- Led the 3D team digitizing a campus-only fossil collection (91 specimen, 9 collections) for the department's distance-learning program, setting up photo and texture capture specifications and standards.
- Modeled 66 specimens to scale in Maya, optimized for phones and delivered to the department's student app
- Proposed and delivered a Phase II, 3D scanning at 1:1 scale of 25 other organic models.