

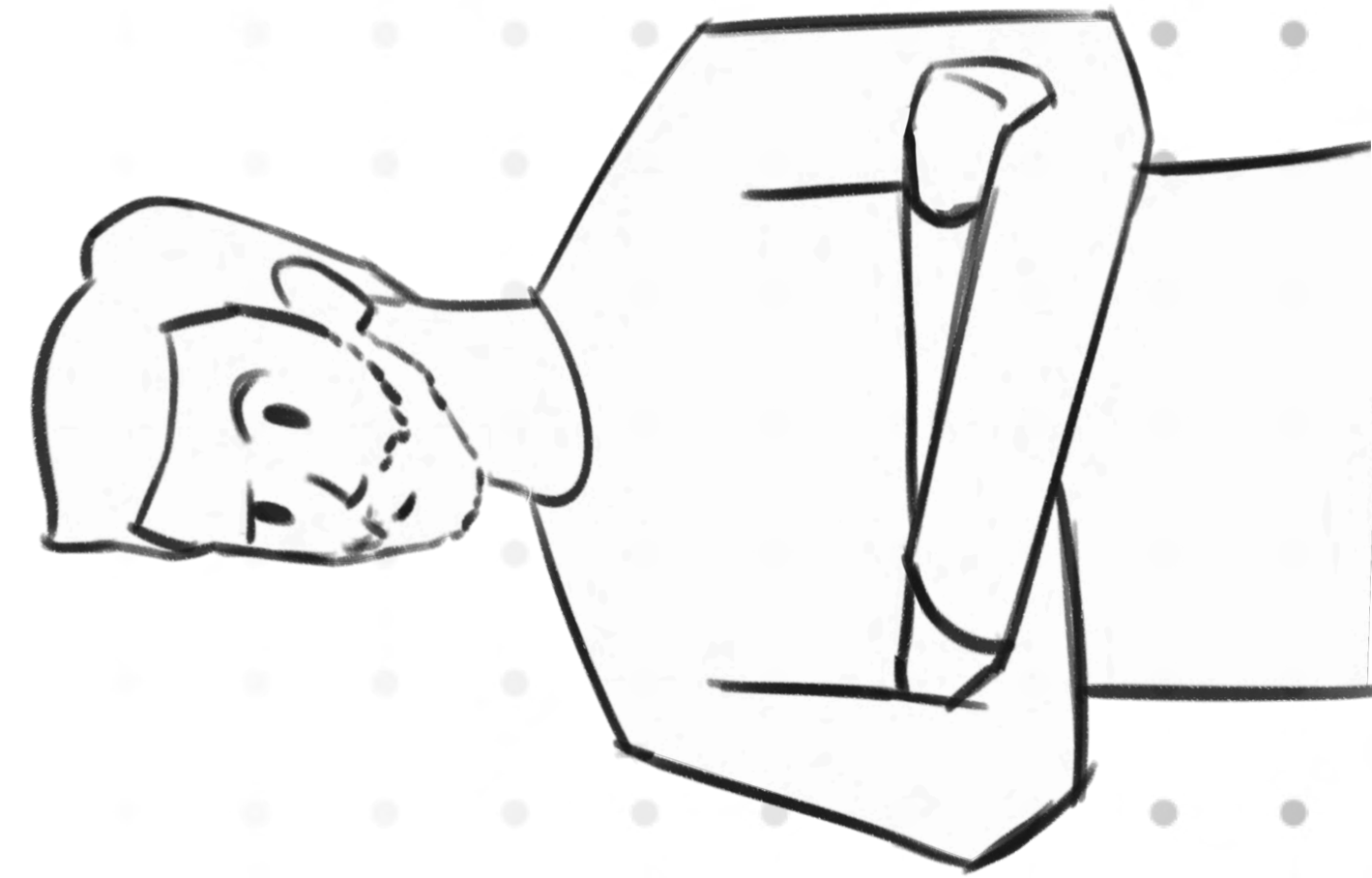
portfolio

LANCE MIMNA



hey there!

welcome to my folio!



I hope you enjoy my perspective on design!

in fact...why don't we start there?

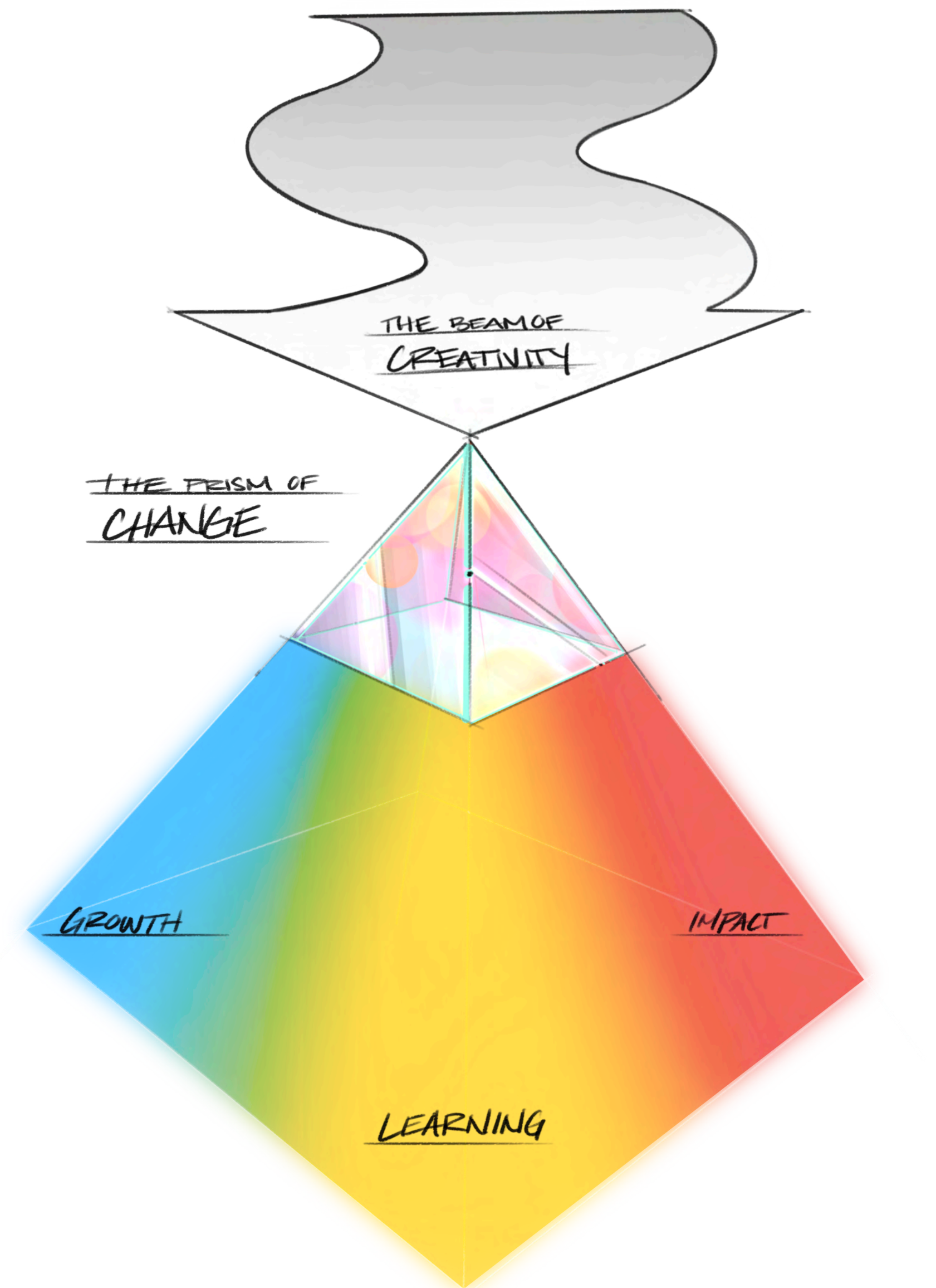
why do I design?

simple!

creativity = opportunity for change

change leads to **growth**, **learning** and **impact**

I design to create impact in the right places so I can help people.



now that you understand the why, let me introduce you to the who!

my resume

this is me, as a professional.



Hey there!

I'm Lance, I work as a versatile creative utilizing my skillset as an Industrial Designer. I have a passion for creating and connecting with others and I have the drive to use my creative skill set to learn, grow and impact those around me. Collaborating with other creative minds and solving problems motivate me on a daily basis and I'm always looking for new challenges and experiences!



EDUCATION

SAVANNAH COLLEGE OF
ART AND DESIGN

B.F.A
INDUSTRIAL DESIGN

EXPERIENCE

KUBIK

2026 - PRESENT

SENIOR DESIGNER

2026

ELEVATE

2023 - 2026

SENIOR DESIGNER

JAN. - JUL. 2026

EXPERIENTIAL DESIGNER

2023 - 2026

CREATIVE INTERN

JUN. - SEPT. 2023

STRENGTHS

DIGITAL & ANALOG
SKETCHING

DESIGN STRATEGY

CONCEPT
GENERATION

3D MODELING

DIGITAL RENDERING

COLLABORATION

COMMUNICATION

LEARNING
& EDUCATION

SOFTWARE



SOLIDWORKS



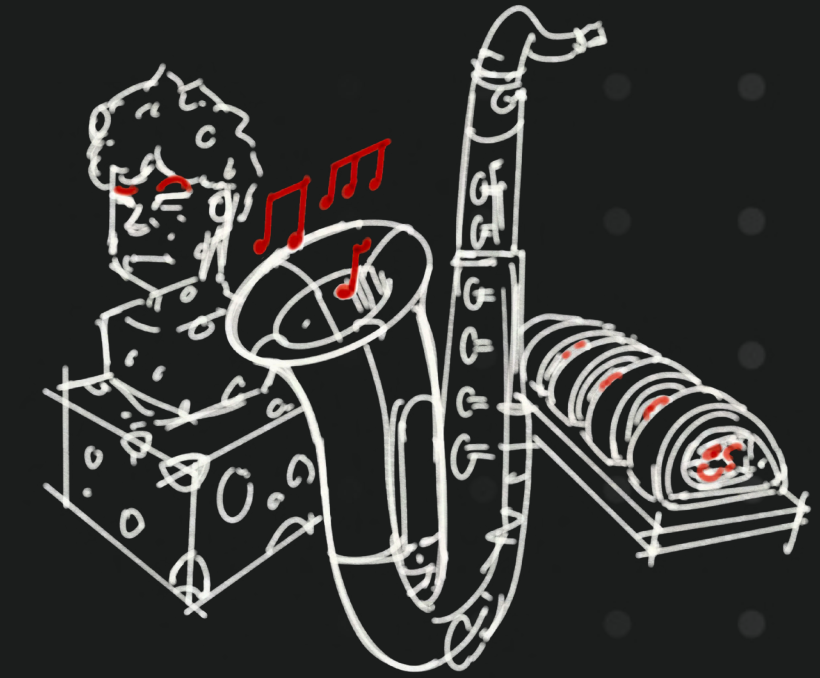
my resume

this is me, as a person!



INTERESTS

jazz
cheese sculptures
making sushi at home



HOBBIES

guitar
sculpture
reading



FACTS

I live in chicago
I graduated from scad



FUN FACTS

blue is my favorite color
my spotify age is 72
I have 2 cats



my work



Project

01
02
03

align.





Remote Work and Wellbeing

As remote and hybrid work models become increasingly popular, unseen problems are making their way into the spotlight, especially regarding productivity and mental wellbeing.

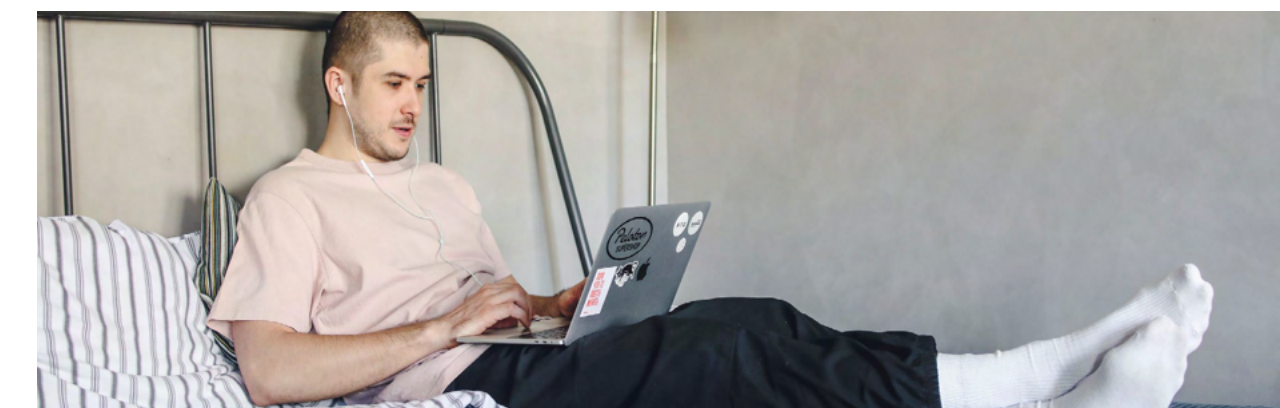
Inquiry

What are the most prominent challenges arising from remote work, and how can we trace them back to their source?



research.

- Since 2019, remote work adoption has increased from **17%** to **44%**.
- Remote employees report **increase in work-life balance issues**, affecting nearly **70%** of remote workers.
- Nearly **50%** of remote employees state that their work-life **imbalance stems from a lack of structure and boundaries bewteen working hours and personal time**, also known as “work creep”.
- **Bonus Opportunity:** Roughly **50%** of first year **univeristy students** struggle with **procrastination tendencies and disrupted concentration patterns** arising from their new academic environments.



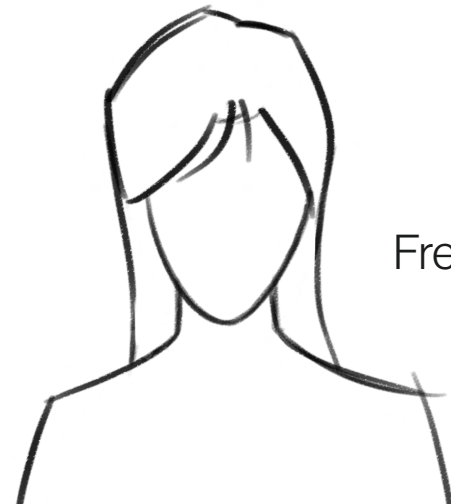
personas.

where do we see the impact and the opportunities?



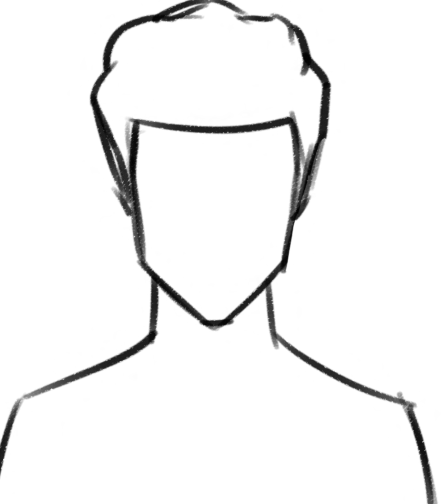
Jon

41
Family of 4
Project Manager
Hybrid Worker



Alina

28
Single
Freelance Graphic Designer
Remote Worker



Miles

19
Single
University Student
Hybrid Classes

Pain Points

- Overworked. Hard to make time for breaks
 - Works late a few times a week
 - Long hours cut into time with family
- Lack of schedule structure
 - No spatial separation of work and home
 - Easily distracted at home
- Time management skills
 - Constantly stressed about workload
 - Dorm room device and decor restrictions

Goals

- Manage schedule more efficiently
 - Spend more time with family
 - Set clearer boundaries with work
- Boost productivity
 - Enact healthier work routines
 - Create divisions between work and home life
- Get better at switching between school and fun
 - Be more productive during the week to be able to go out on the weekends

Needs

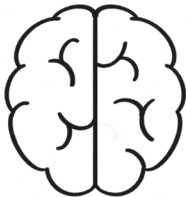
- Autonomous solution to help him manage his schedule
 - Indicators to enforce new routines
- Planning and structuring assistance
 - A solution that fits her home aesthetic
- Cost-effective solution
 - Dorm-compliant solution

Synthesis

this solution should...

- 1

Help the user focus


- 2

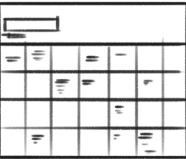
Help the user relax


- 3

Create healthy routines


- 4

Integrate with user's schedule



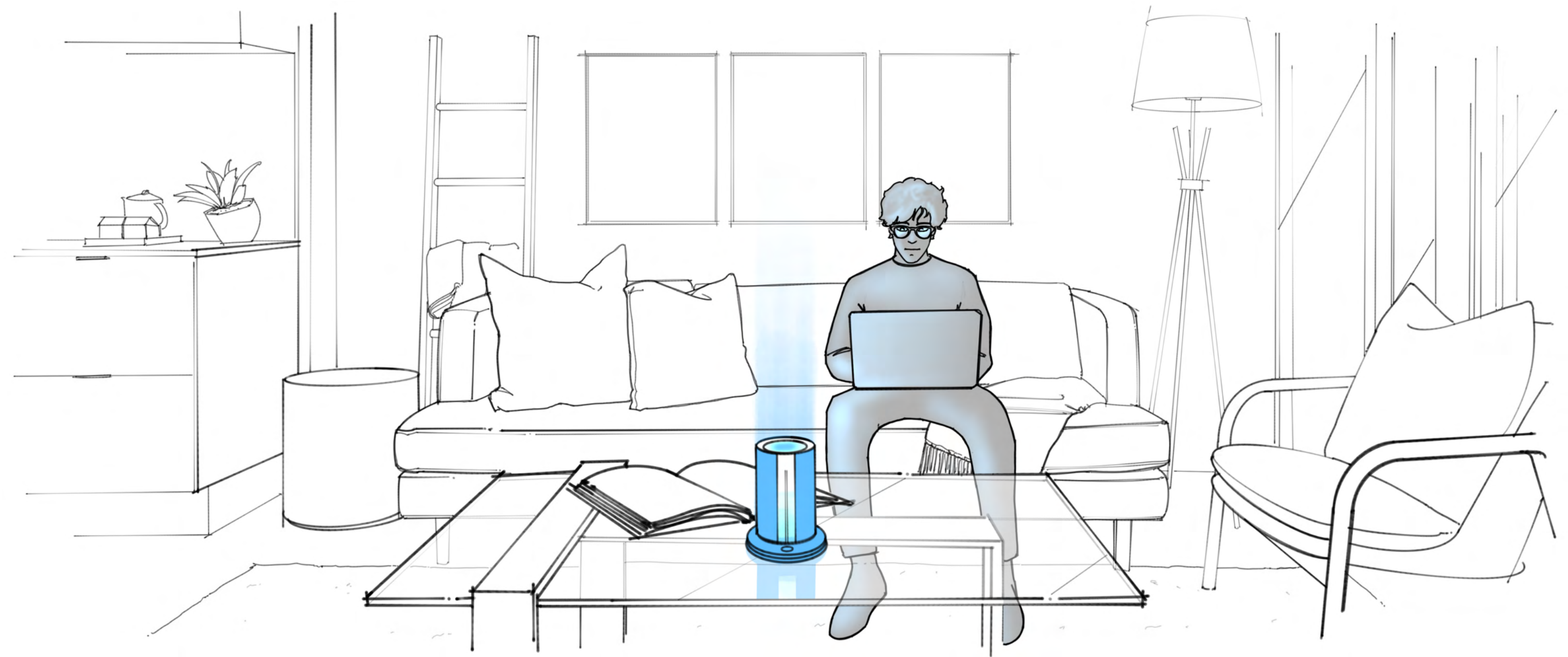
problem.

As remote and hybrid work models become increasingly popular, the division between work and life becomes obscured.

SO...

How might we better define that line between work and life and reduce the leakage of work-related stress into our personal life and environments?

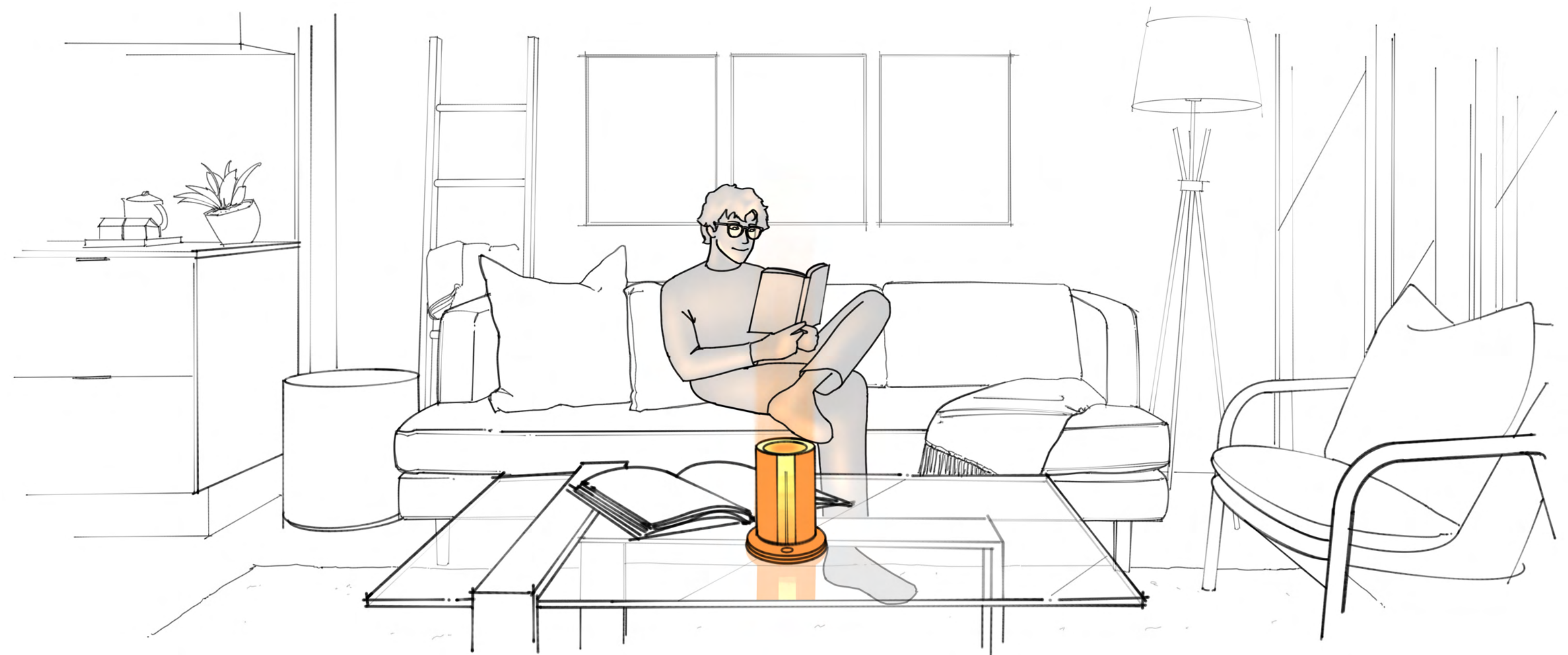




concept.

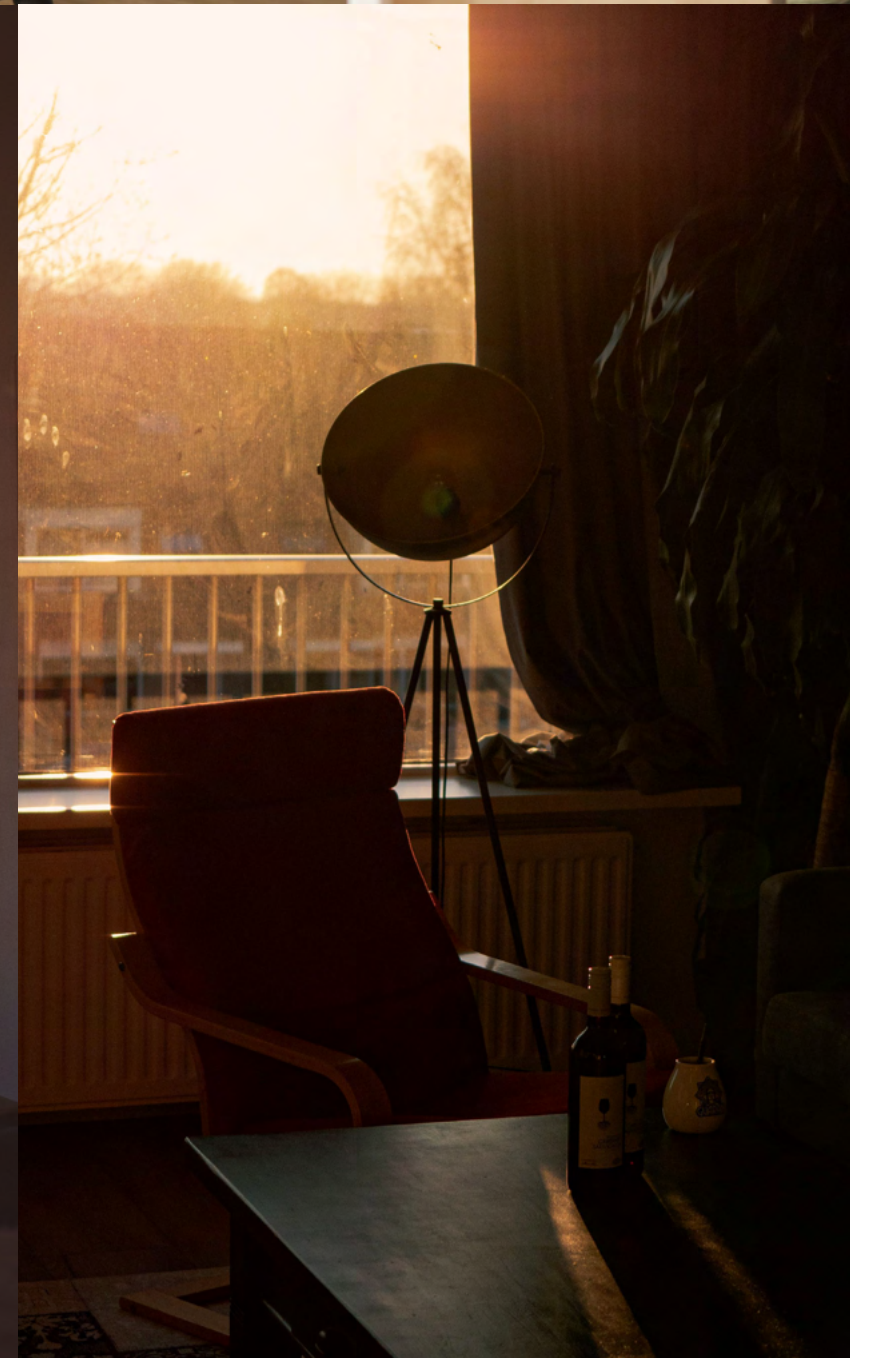
Integrate balance practices with a consumer electronic for the home that aligns the user's environment and their daily wellness needs.

By utilizing **timed aromatherapy**, align gives **sensory queues** when the user should take a break from their work, relieving stress and building **healthy work routines**.



spatial context.

where does Align live?

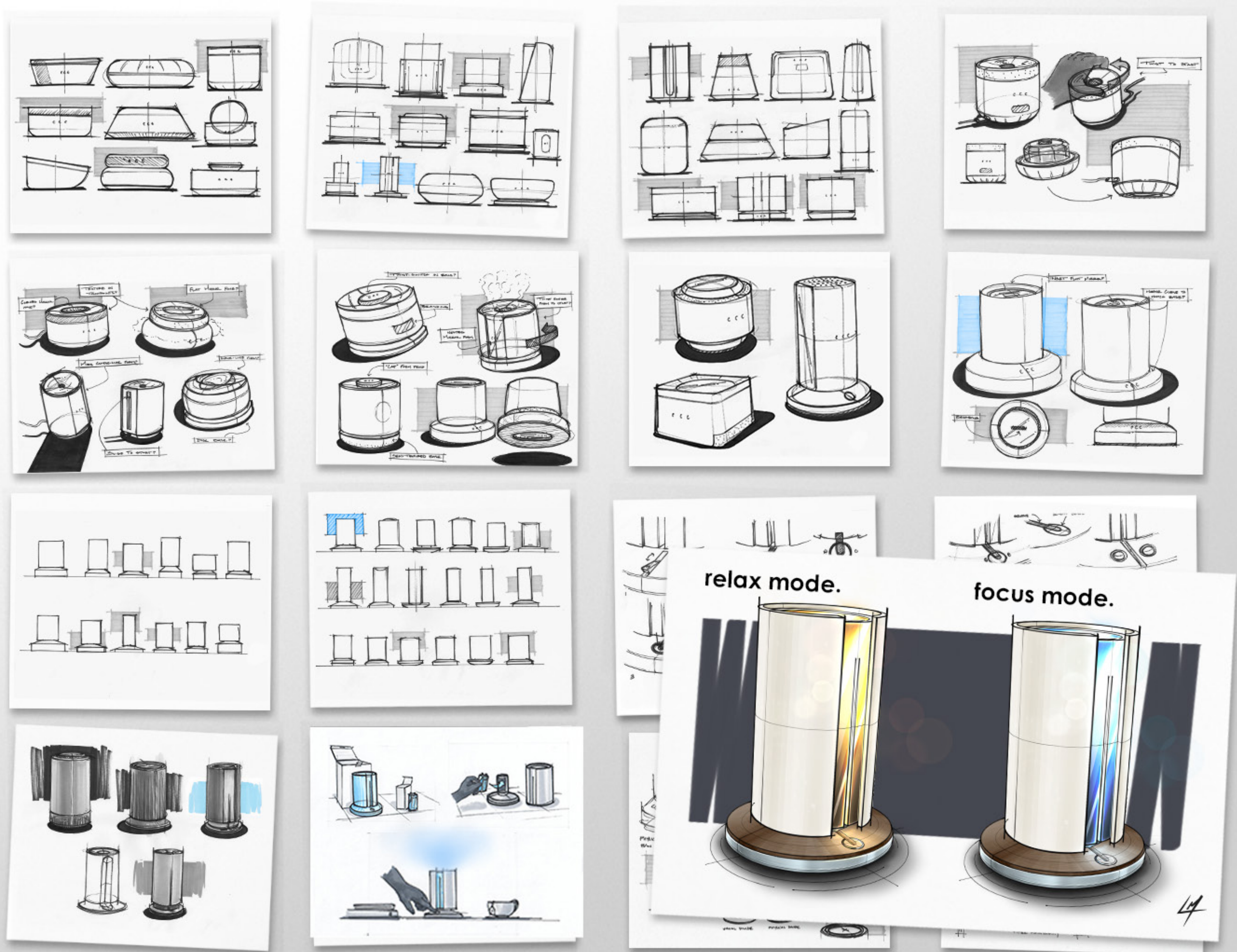
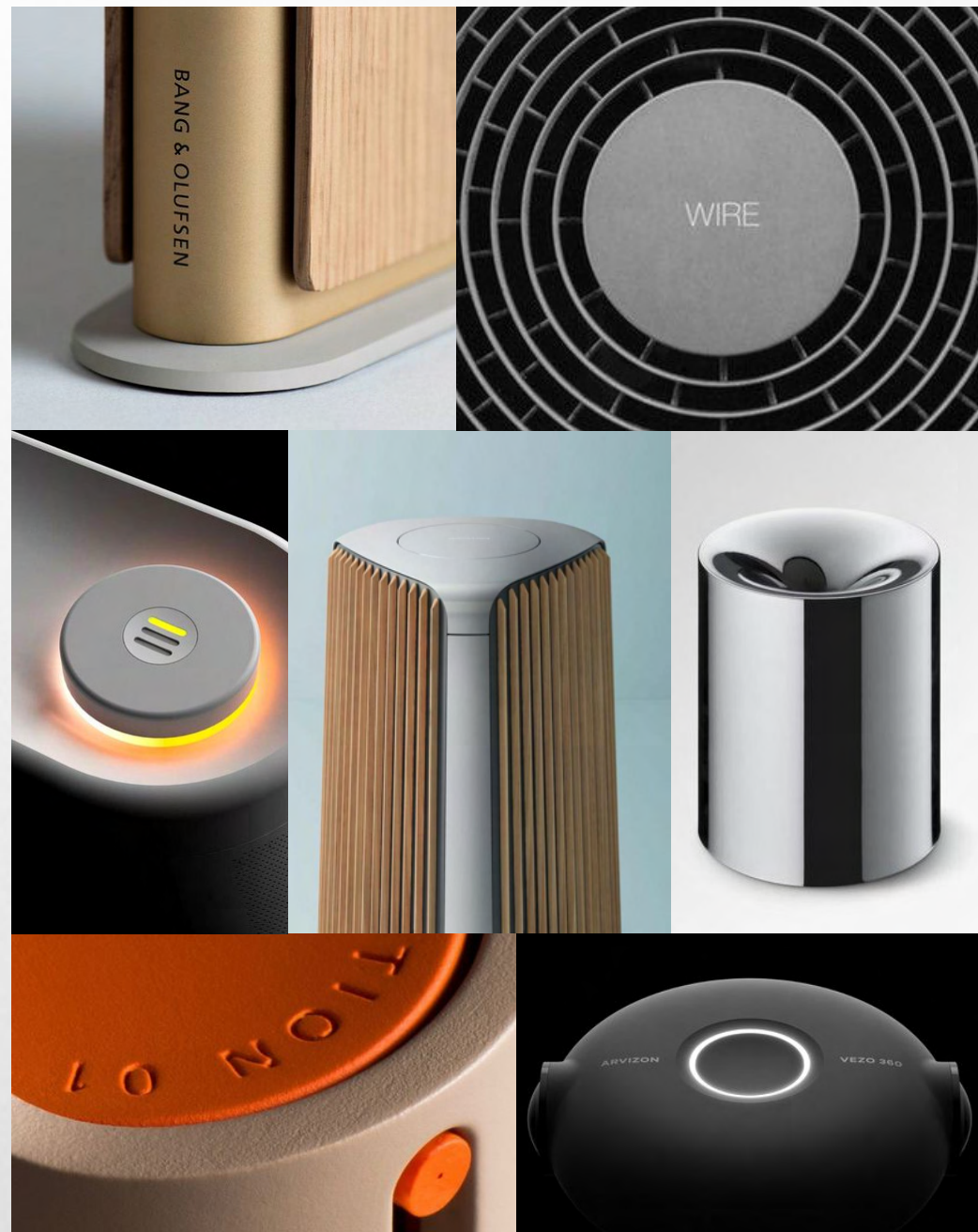


ideation.

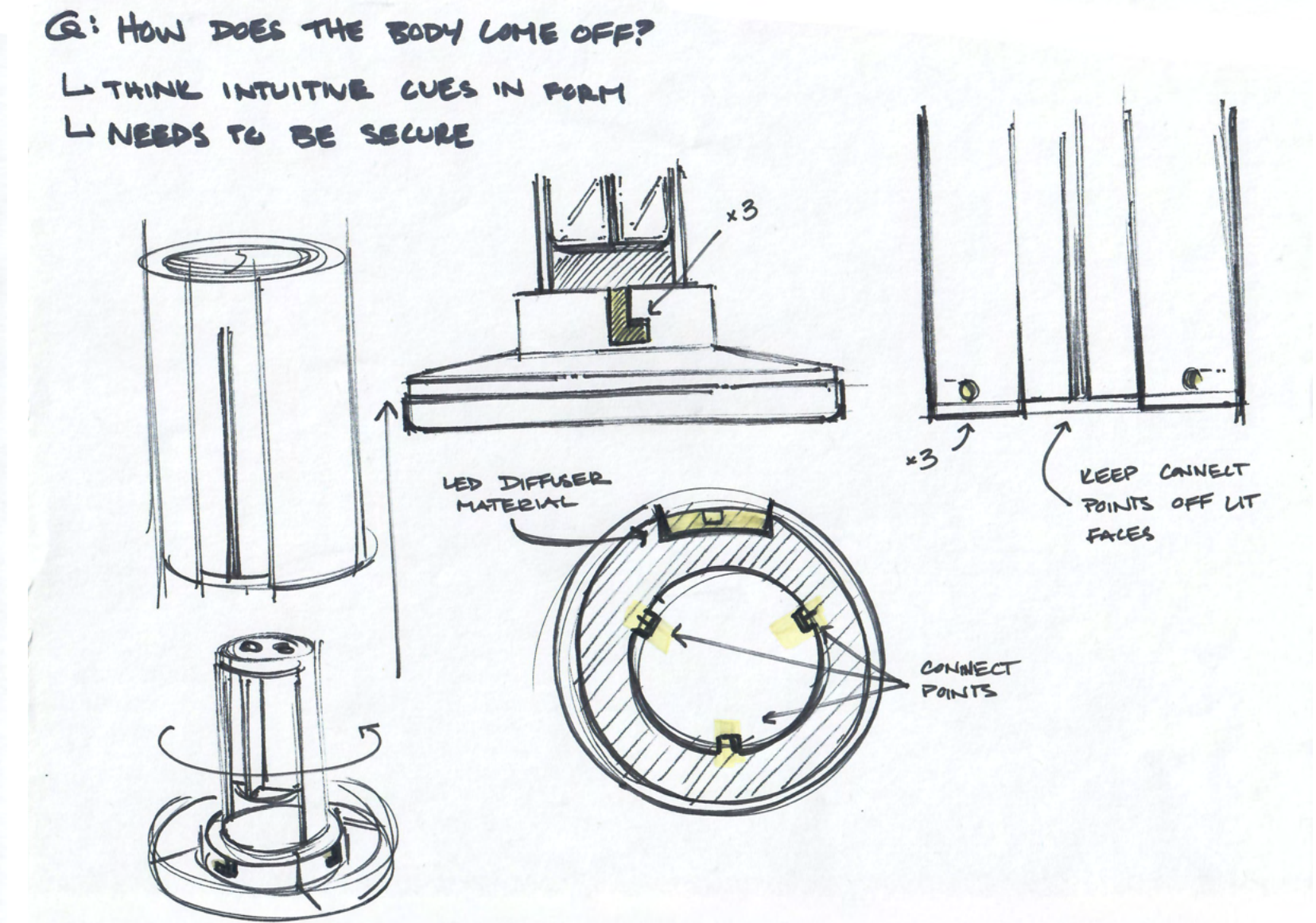
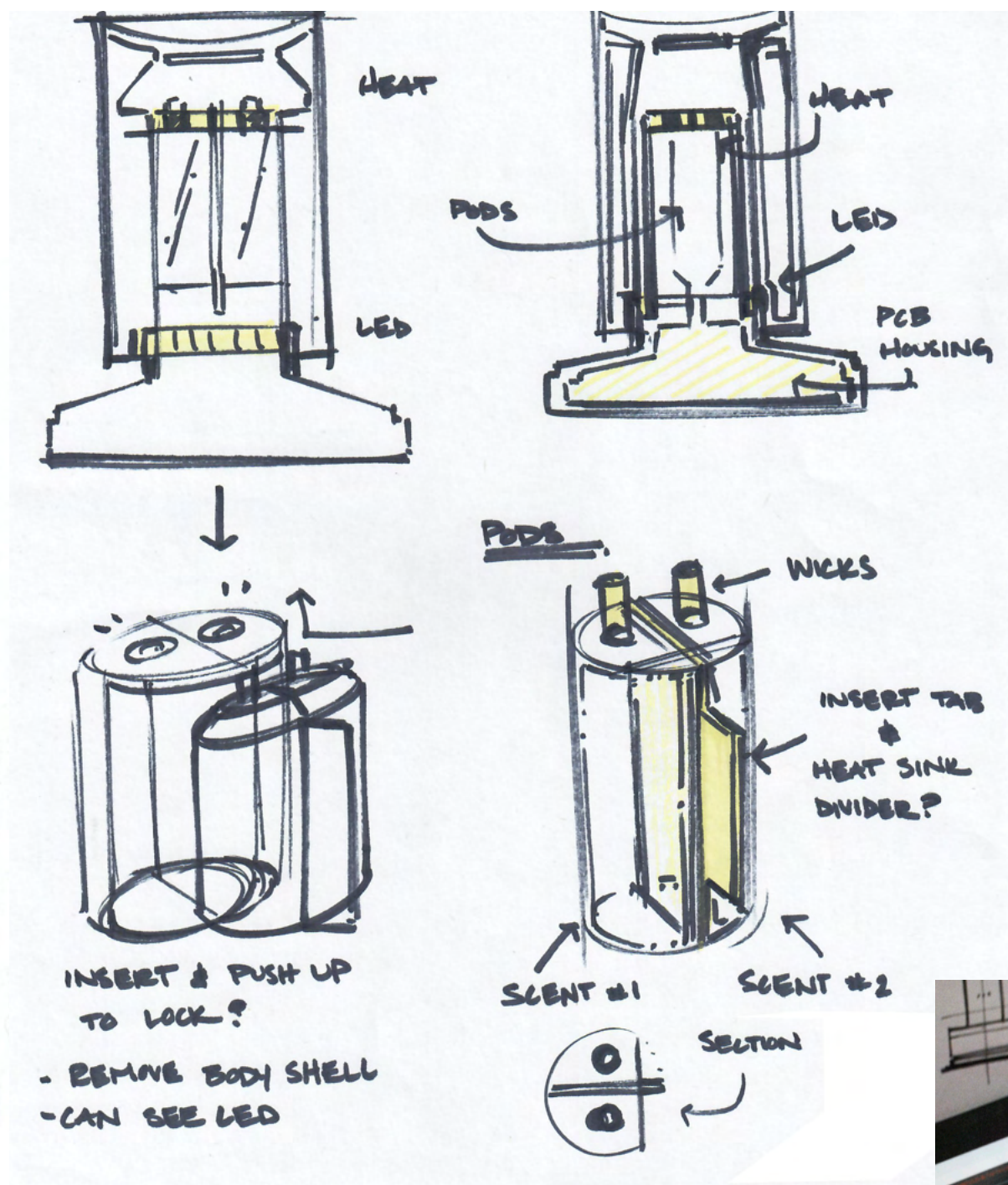
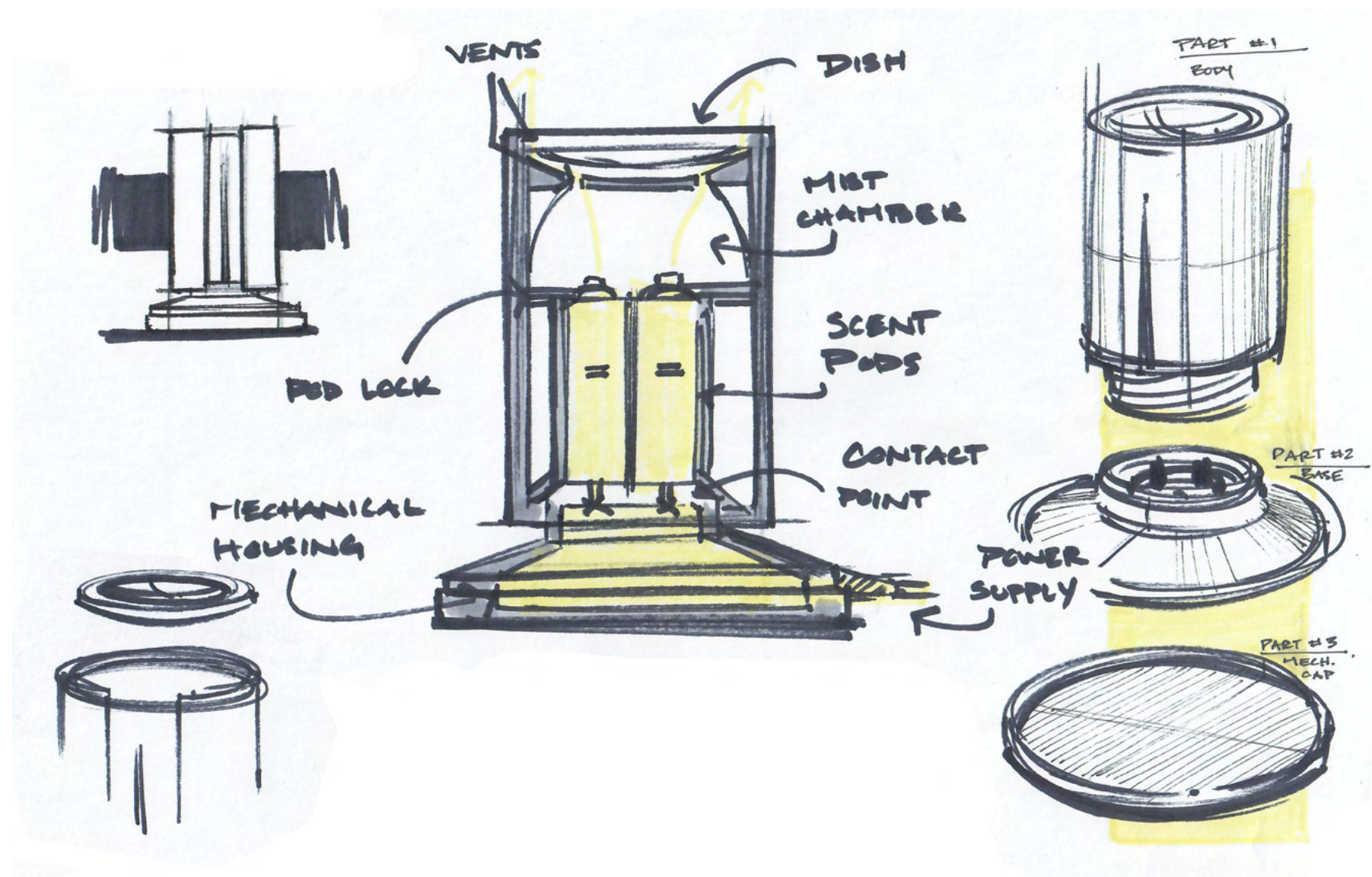
Design Drivers:

- Candle-like form
- Modern aesthetic
- Neutral interior materials palette

Inspiration:



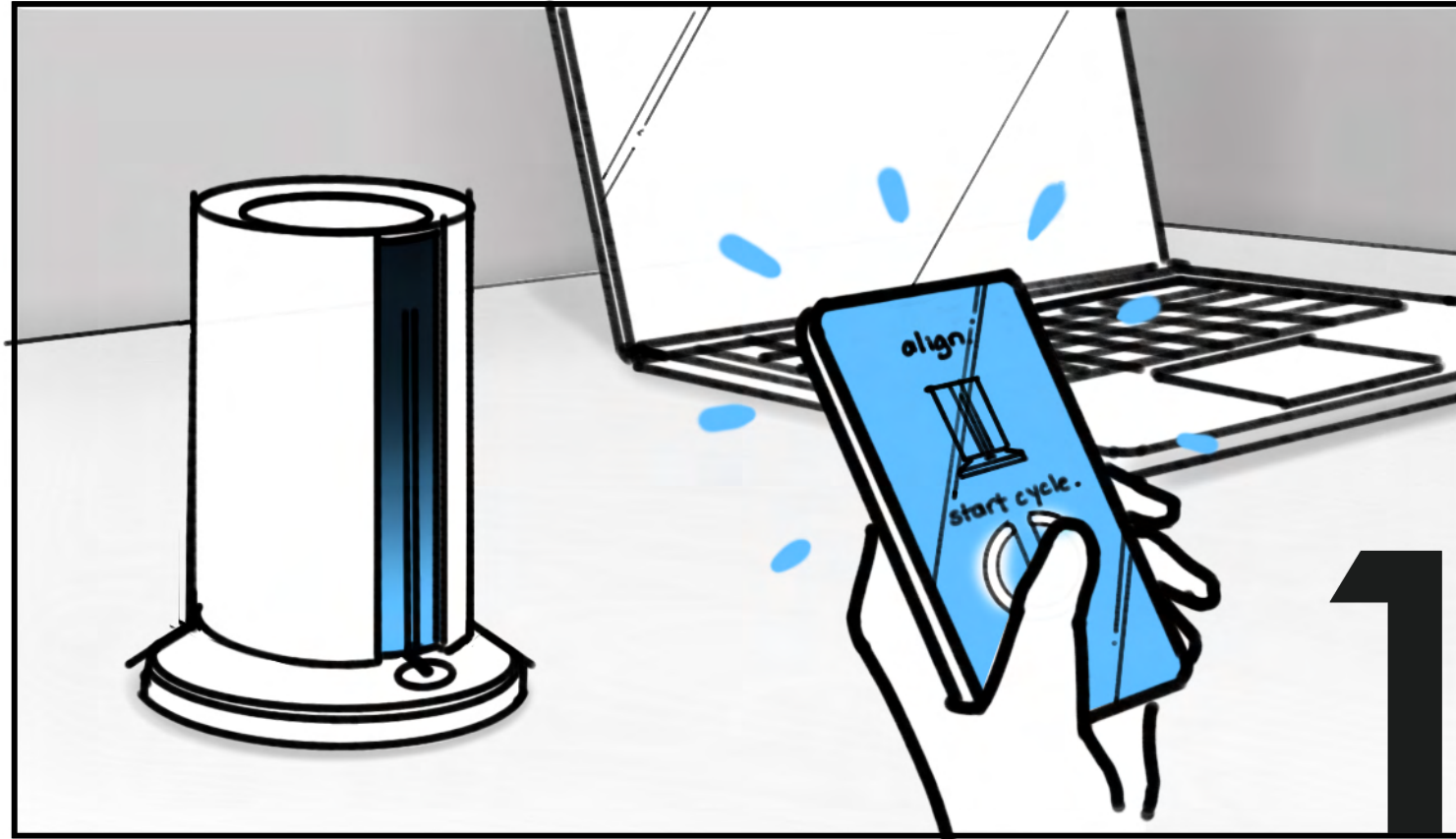
development.



assembly.



how it works.



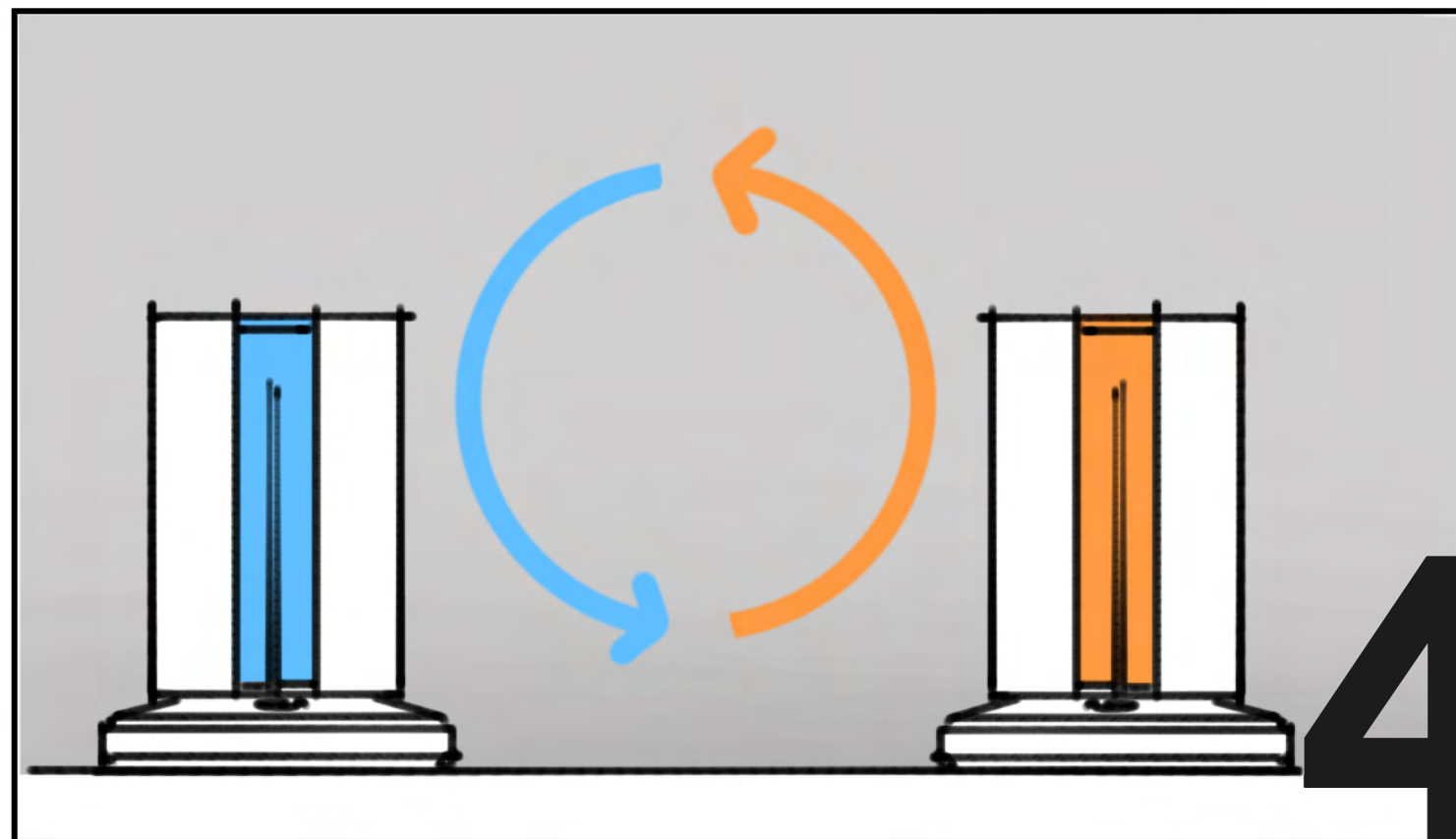
Set Align up in your workspace and sync with the app interface, then start your workflow cycle.



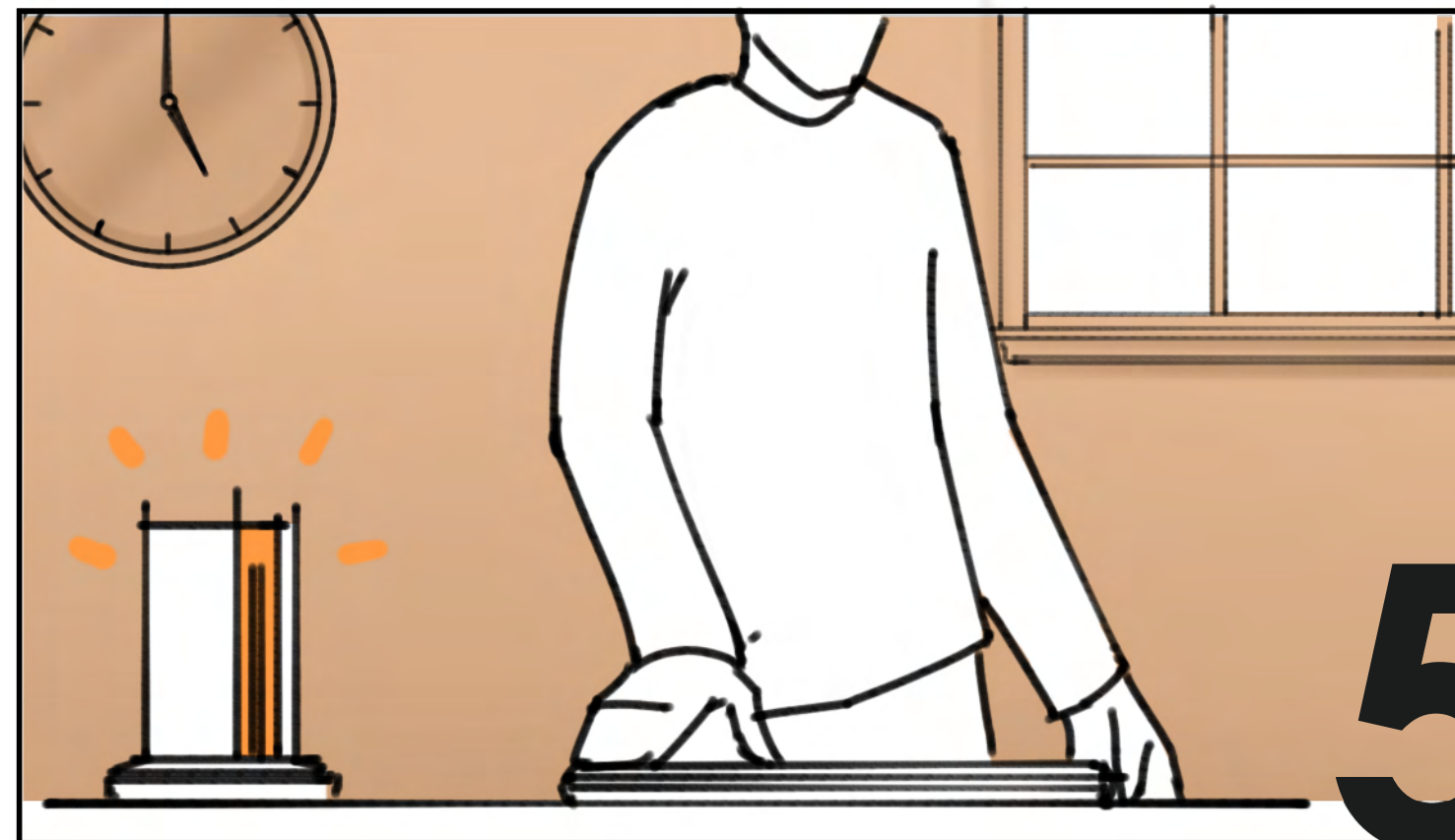
Align will go into Focus Mode and dispense the aroma that boosts productivity for a designated amount of time.



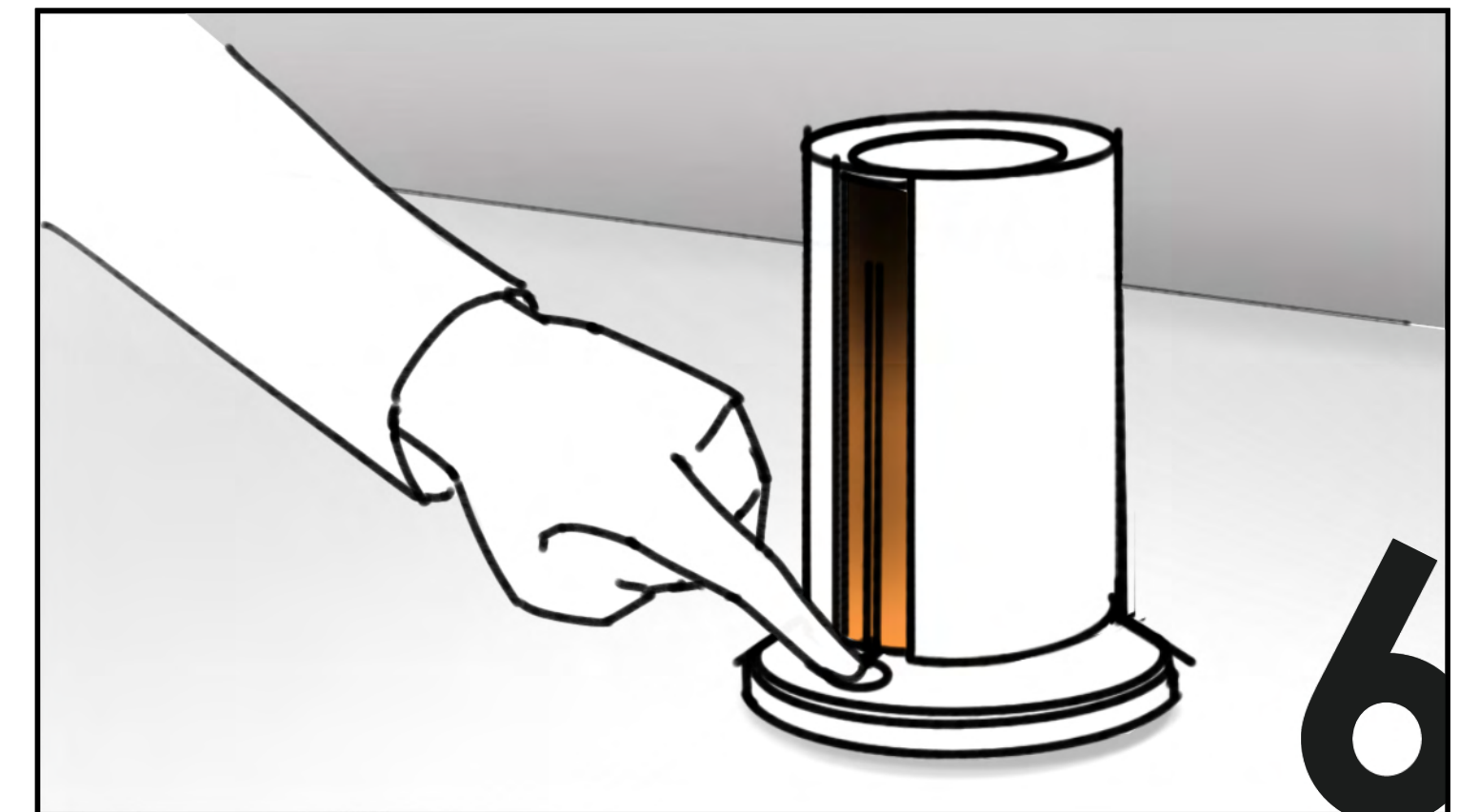
After the designated amount of time, Align will switch to Relax Mode, changing aromas and indicating that the user should take a 10 minute break.



This cycle will repeat according to the workflow cycle the user chooses in the app, shifting between aromas to maximize productivity and relaxation.



At the end of the workflow cycle, Align will stay in Relax Mode, signaling the end of the work day and encouraging rest.



At the end of the day, power down the device.



focus.





relax.



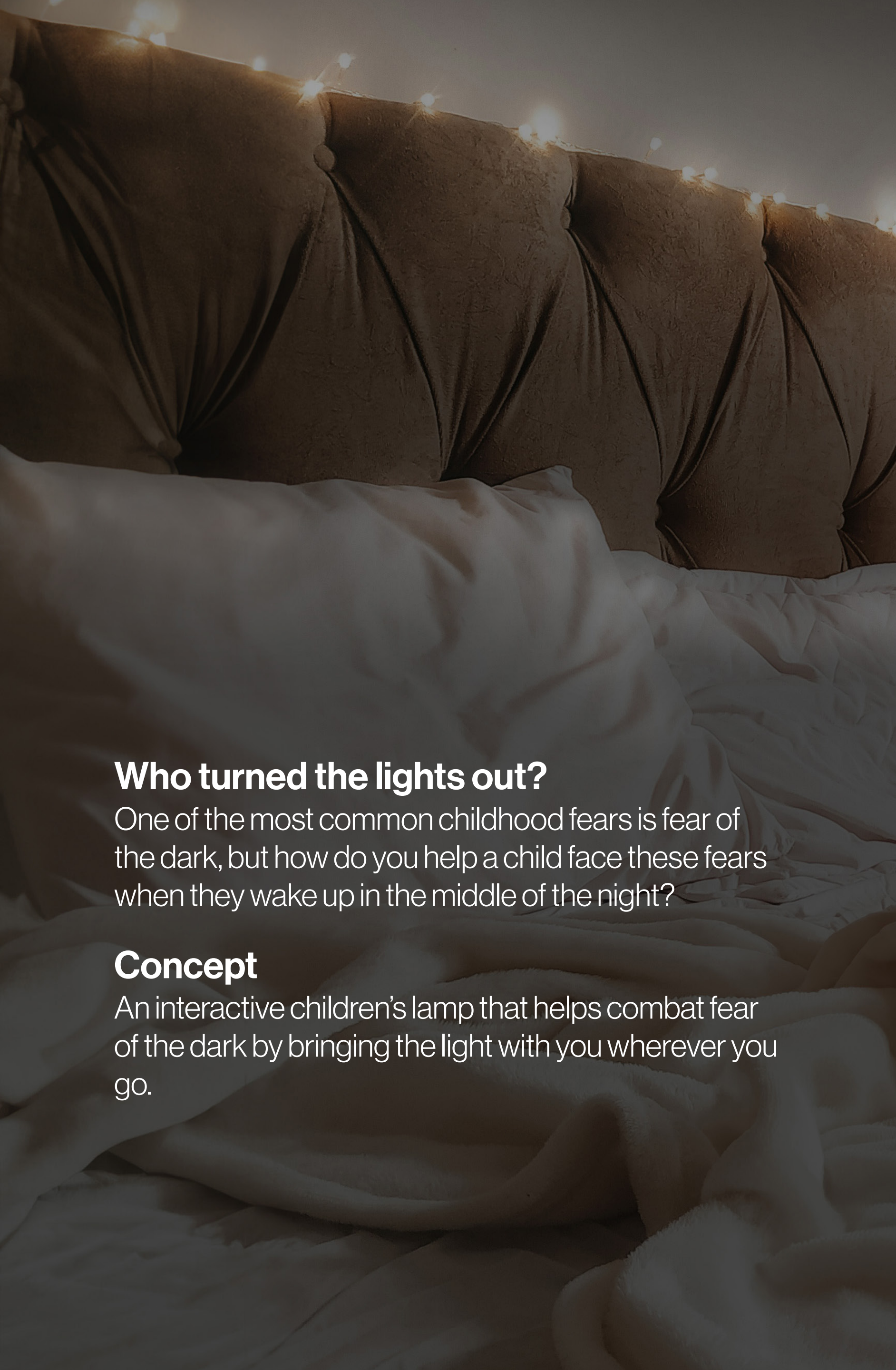
align.

Project

01
02
03

connect



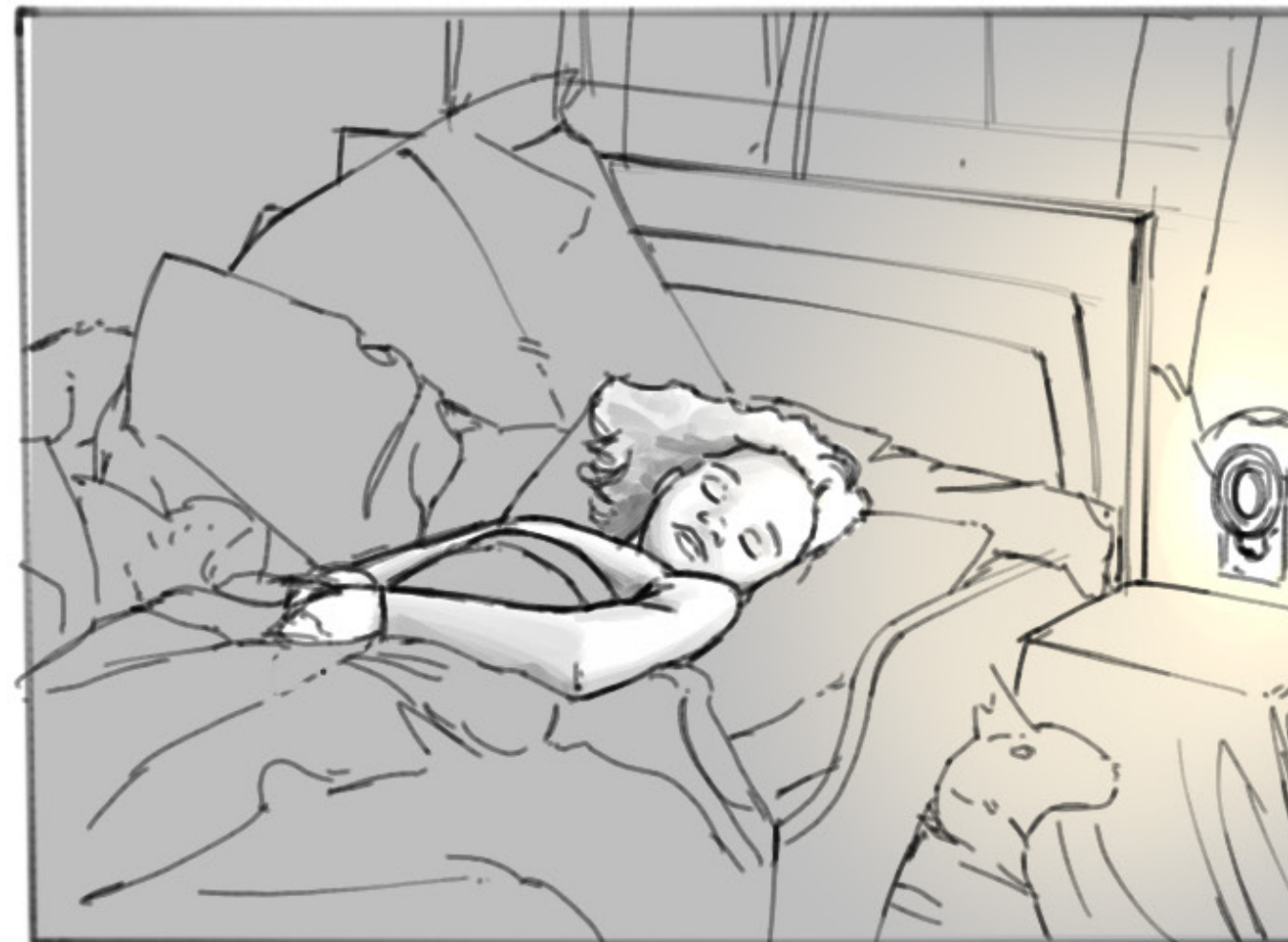


Who turned the lights out?

One of the most common childhood fears is fear of the dark, but how do you help a child face these fears when they wake up in the middle of the night?

Concept

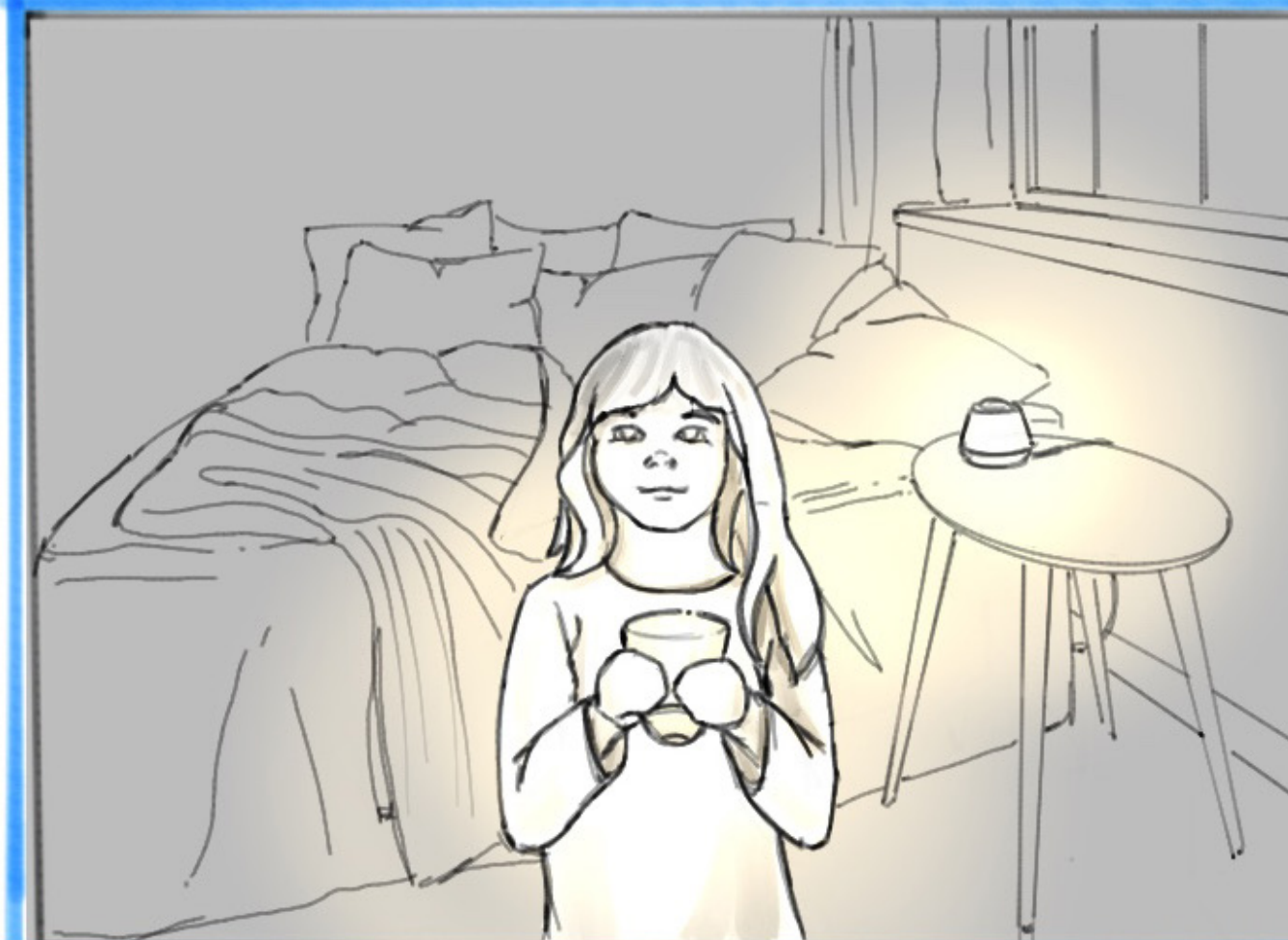
An interactive children's lamp that helps combat fear of the dark by bringing the light with you wherever you go.



Almost 70% of children ages 3-12 struggle with a fear of the dark.



Nightlights help combat this fear, but they are limited to the children's rooms.



Connect is a lamp that **can separate** and be taken with the child to help fight their fear of the dark wherever they go.

Market Research

Traditionally, nightlights are designed to be stationary. This improves their effectiveness in children's rooms, but limits their versatility as a product.

Portable nightlights are rapidly gaining popularity. These lights provide parents who travel often or have mobile toddlers with a consistent source of comfort for children regardless of their location. This market growth creates the opportunity to innovate on the current design of portable lights and extend their function and impact.

Existing Products



Pros

- Comforting light temperature
- Child-friendly designs

Cons

- Stationary
- Single light source

Synthesis

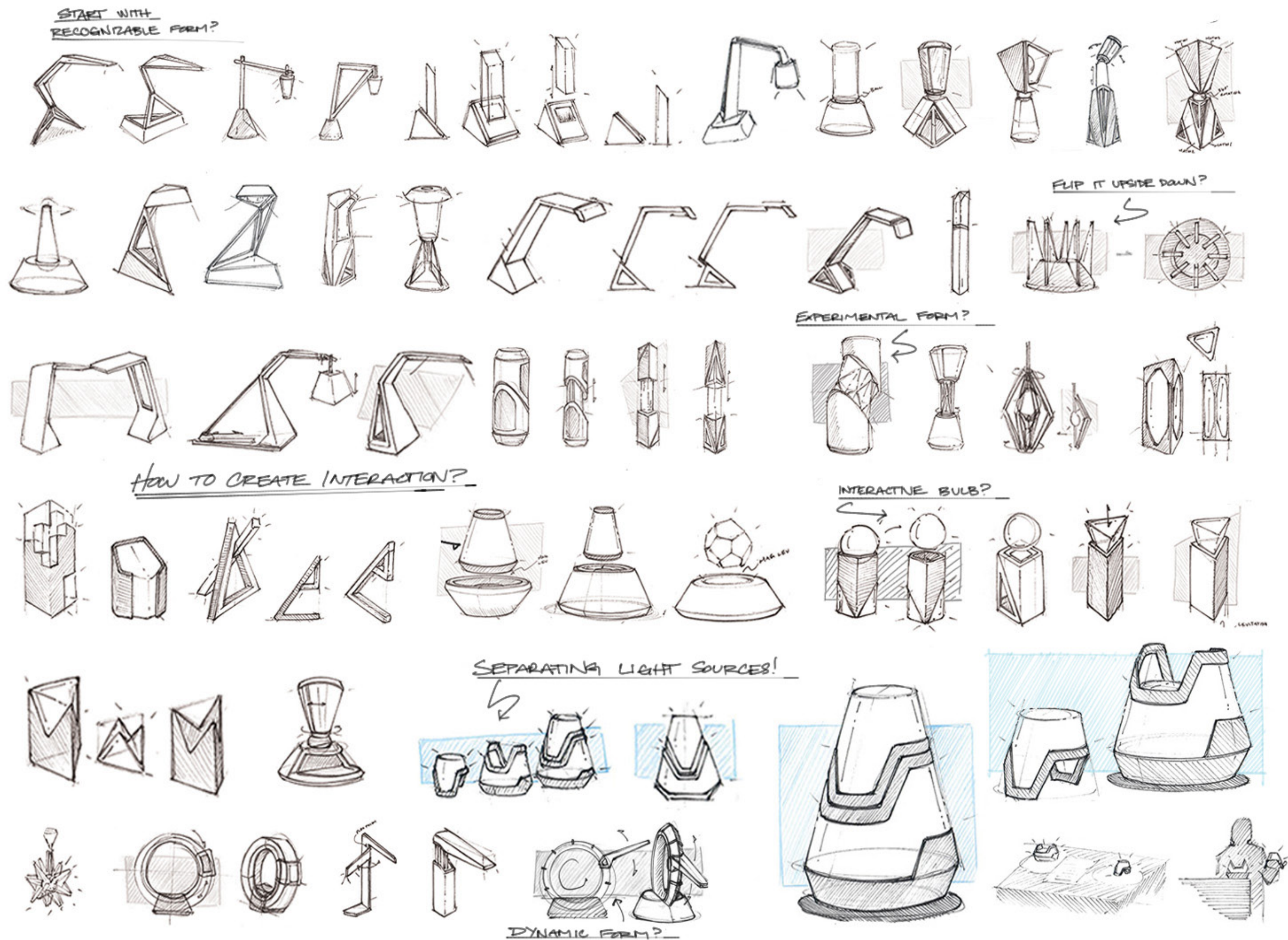
Challenge

- Create a product that capitalizes on the market growth
- Introduce new innovation to capture market attention and extend product impact

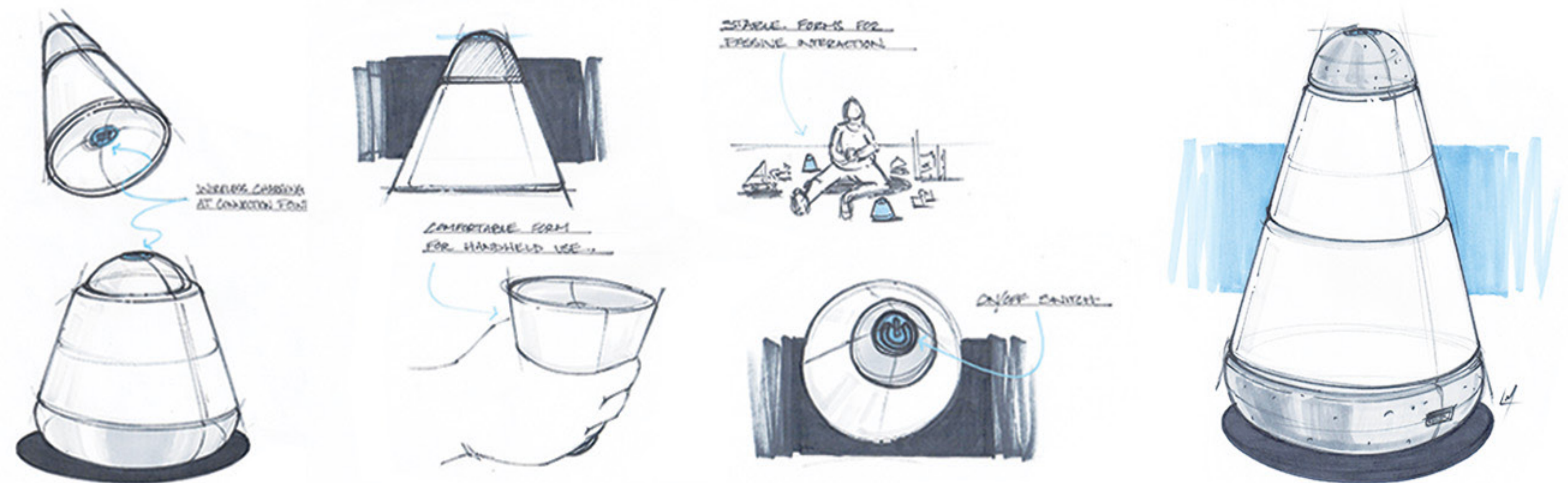
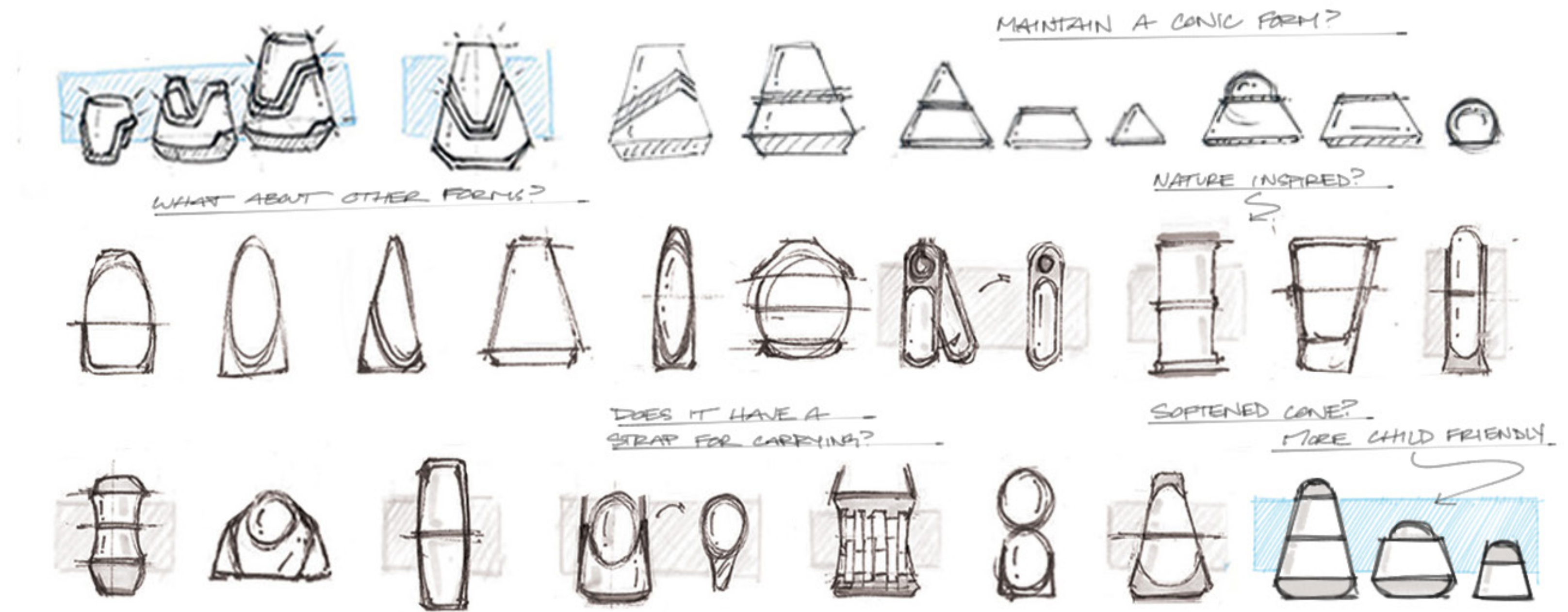
Opportunity

- Incorporate multiple light sources to enhance versatility
- Design for interaction

Initial Ideation



Refined Ideation

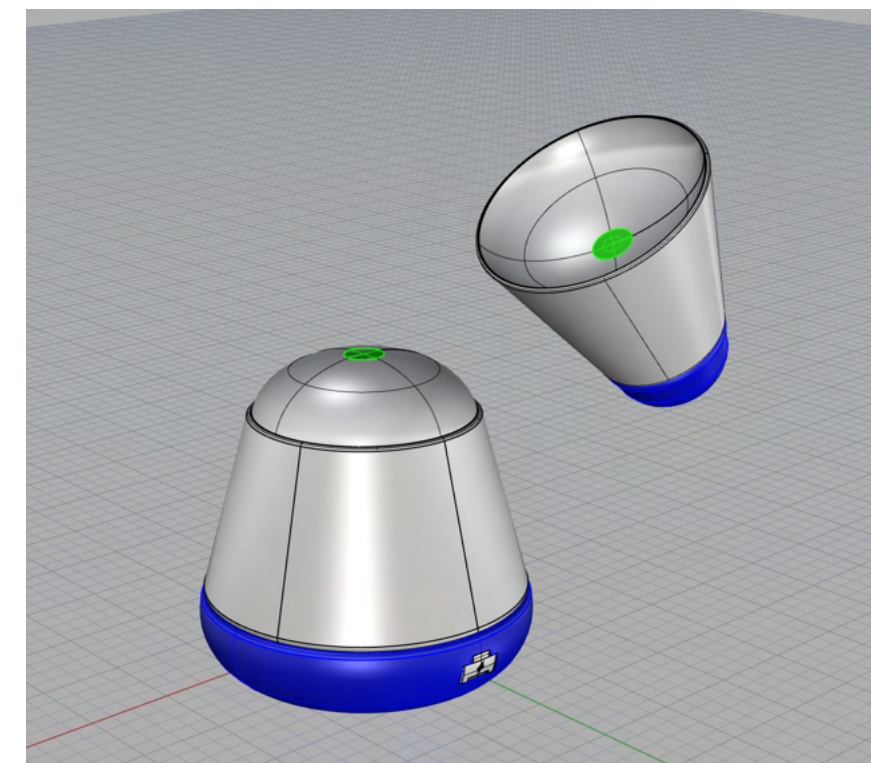


Development

Physical prototypes for testing ergonomics and refinement of form.

Peer feedback suggested softening the form and making it look and feel more toy-like.

CAD Development



Finalized Form



Separating Light Sources



Stackable Design



Connector Magnet

Diffuser

LED

LED Housing
& Heat Sink

Lithium Battery

Mechanical
Componentry

Base & Parts
Housing

Silicon Ring

Switch

Upper Body
& Parts Housing

Mechanical
Componentry

Lithium Battery

LED Housing
& Heat Sink

LED

Diffuser

Connector Magnet



CONNECT



CONNECT

Creating Comfort &
Lighting the Way

Project

01
02
03

Globe Club & Lounge

UNITED





A First-Class Club Experience

As one of the founding partners of the MSE arena renovation, a brand like United Airlines deserves a space that elevates their brand story and lifts up every visitor to feel like a world-class traveler.

The Arena

Monumental Sports and Entertainment, the organization that owns the Washington Capitals, Wizards and Mystics is expanding. This arena renovation signals a step into leading world-class sports and entertainment.



The Club

As one of the founding partners of this renovation, United was awarded one of the most premium hospitality clubs in the arena. An unparalleled space designed by an unparalleled architecture firm, Gensler.



The Challenge

Integrate branding and experiential elements into the club and lounge spaces designed by the architect, while maintaining a look and feel that aligns with interior palettes and brand goals.



Experiential Approach



Level 1

● Experiential Activations



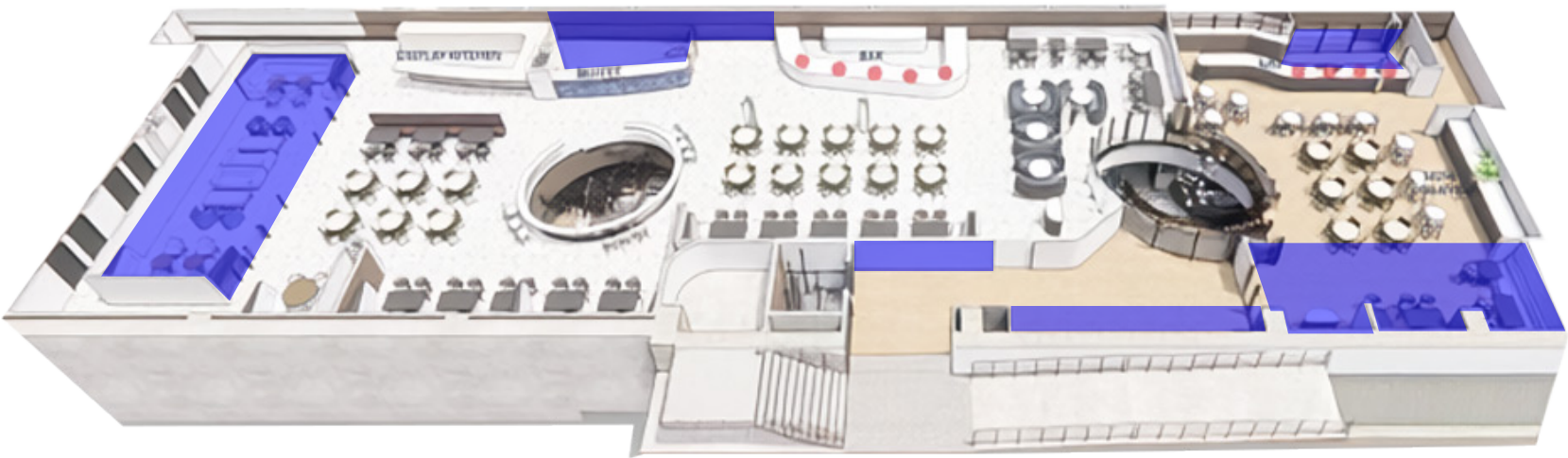
Thematic: In the Clouds





Level 2

● Experiential Activations



Thematic: Under the Stars



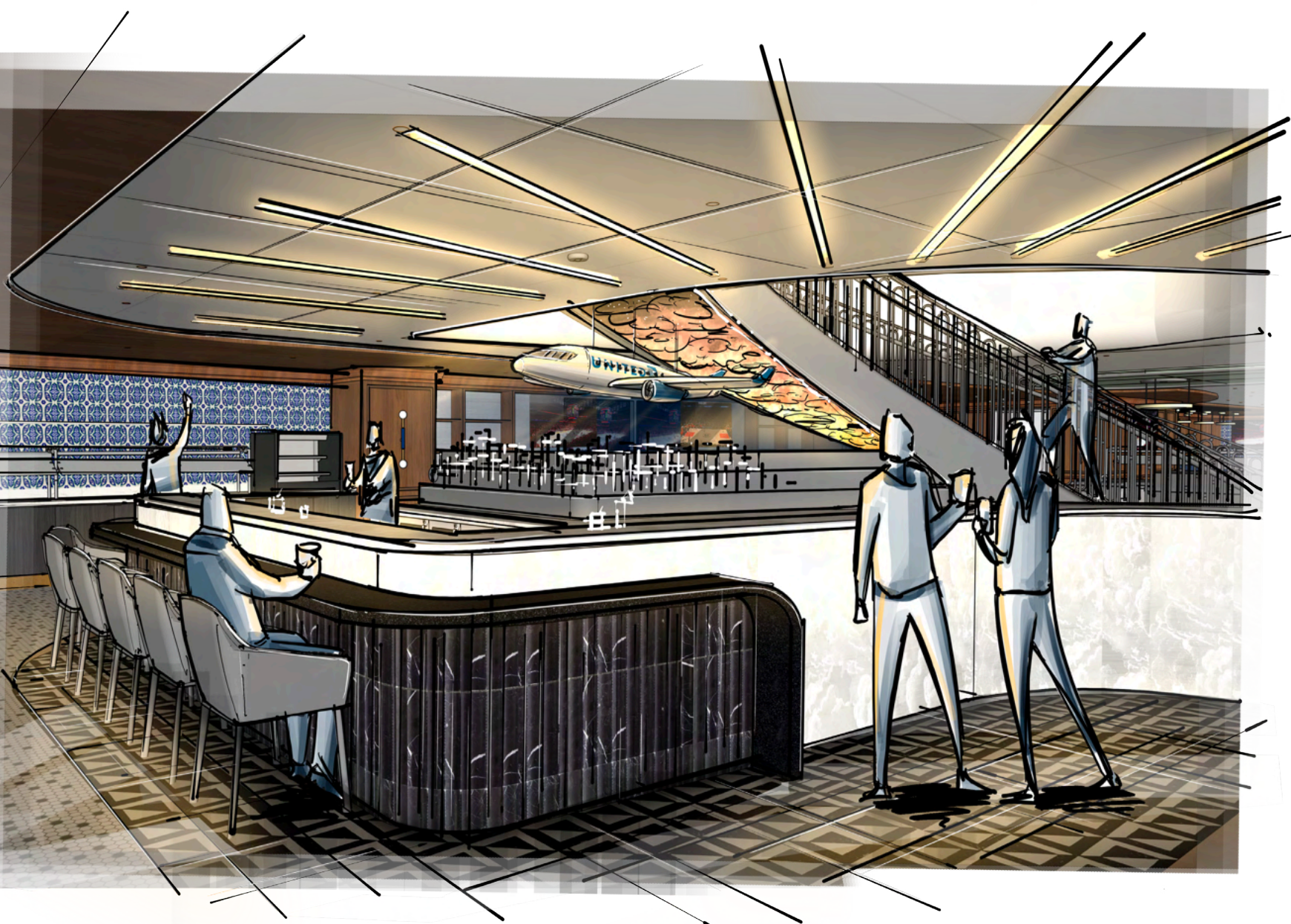
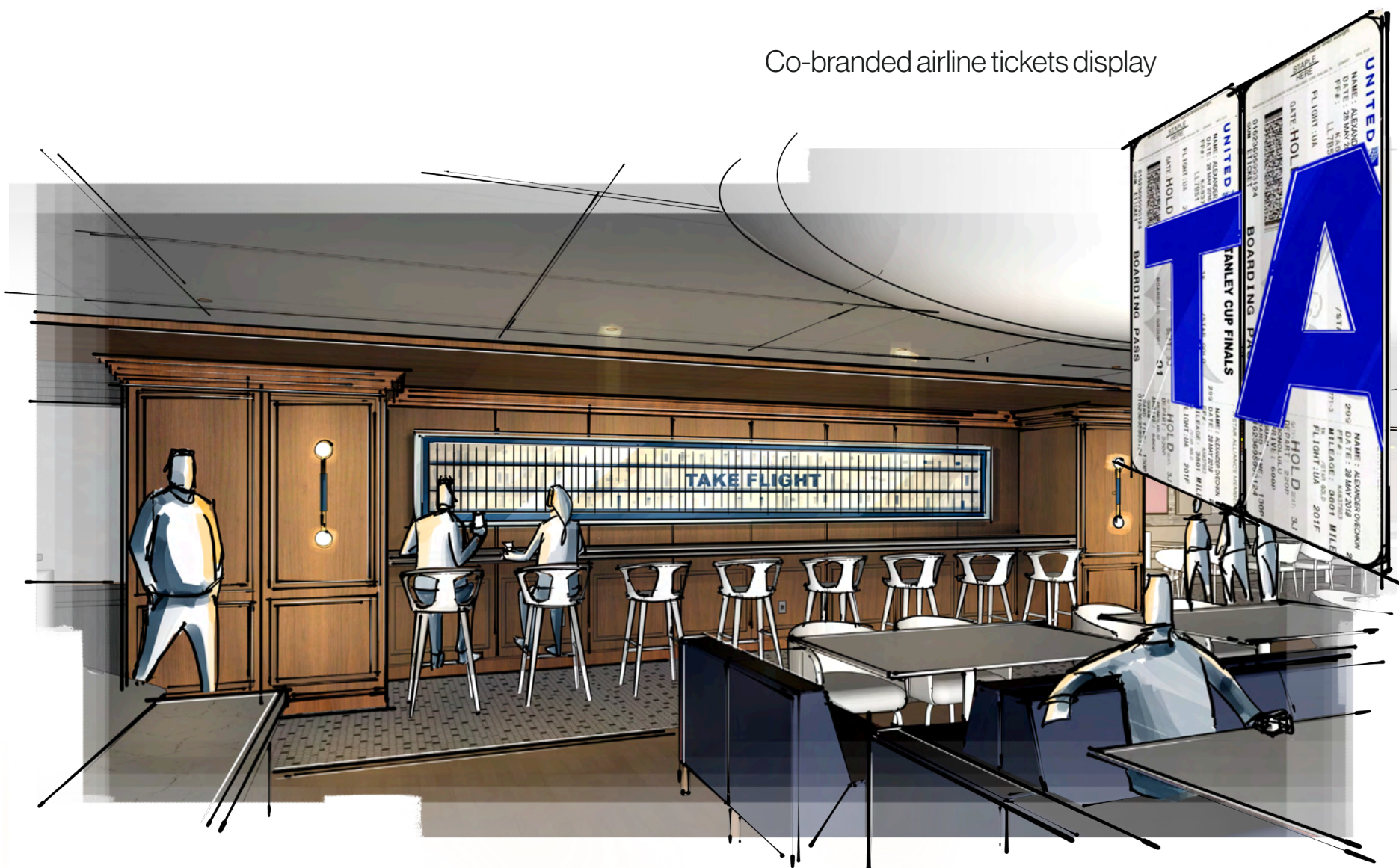
Spatial Ideation

Level 1 In the Clouds

Design Drivers:

- Artwork includes moments of flight through scattered clouds
- Ceiling elements that mimic sunrise
- Co-branded activations to connect United and MSE brands

Co-branded airline tickets display



Co-branded luggage tags



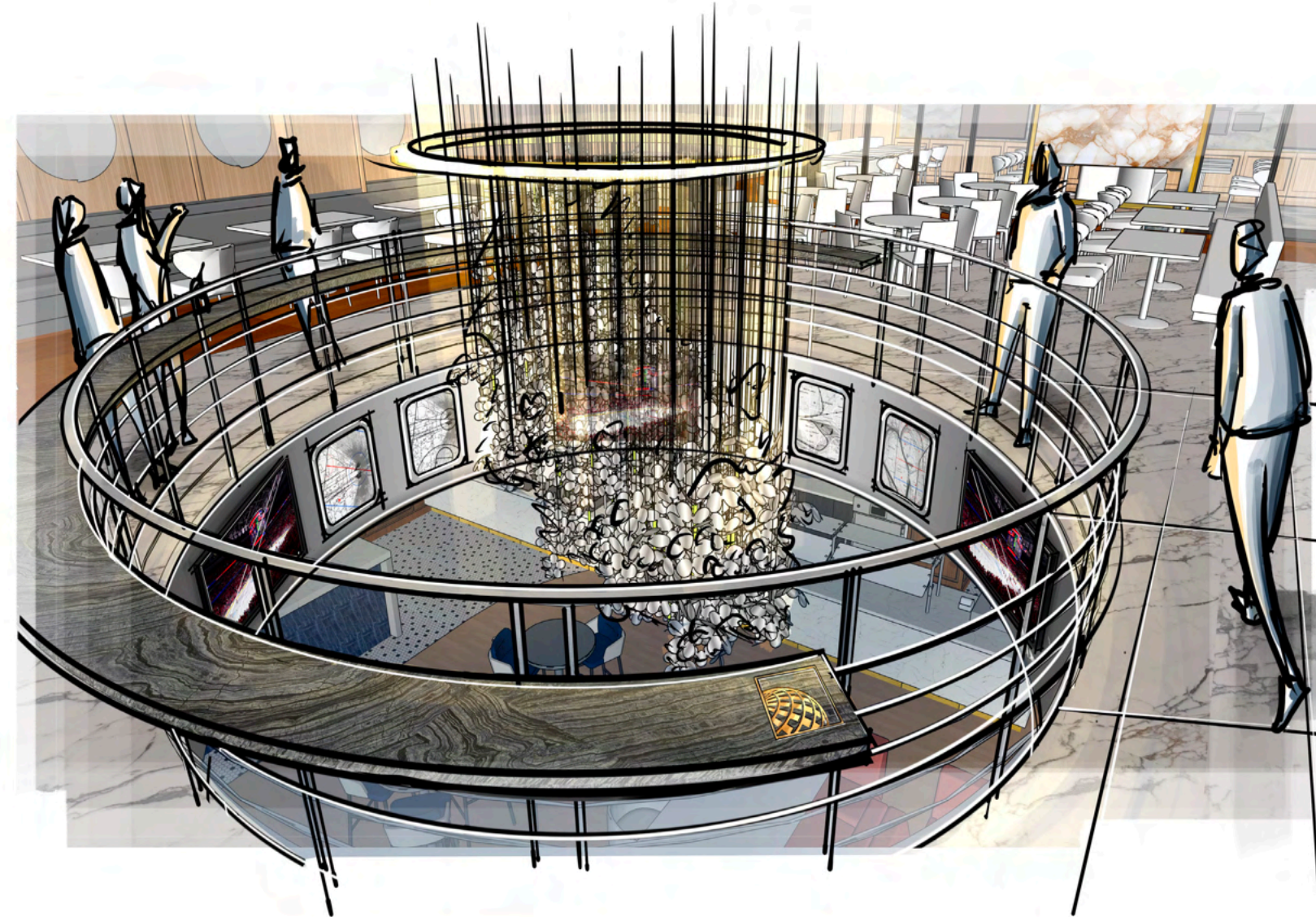
Historic ticket display

Spatial Ideation

Level 2 Under the Stars

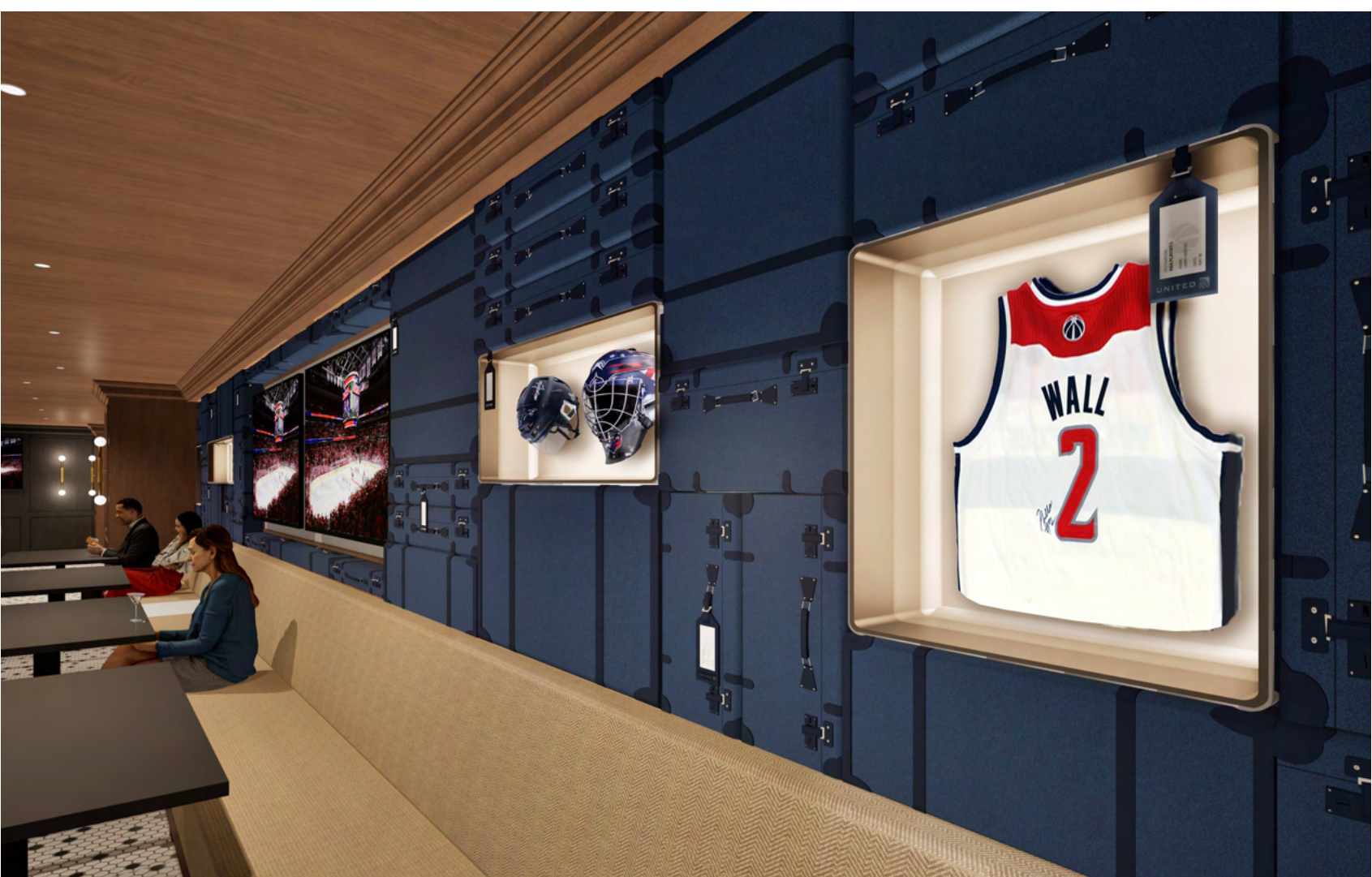
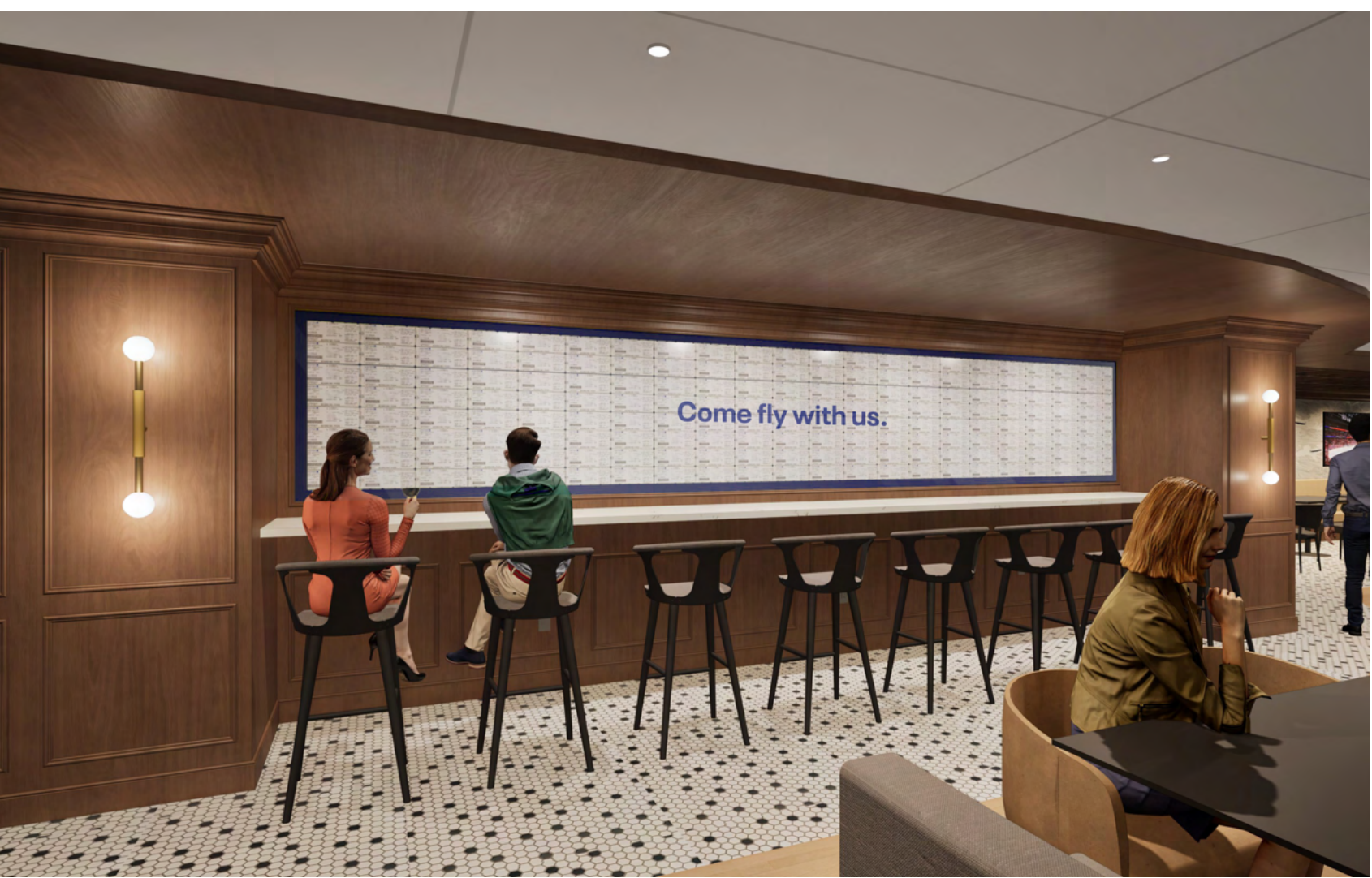
Design Drivers:

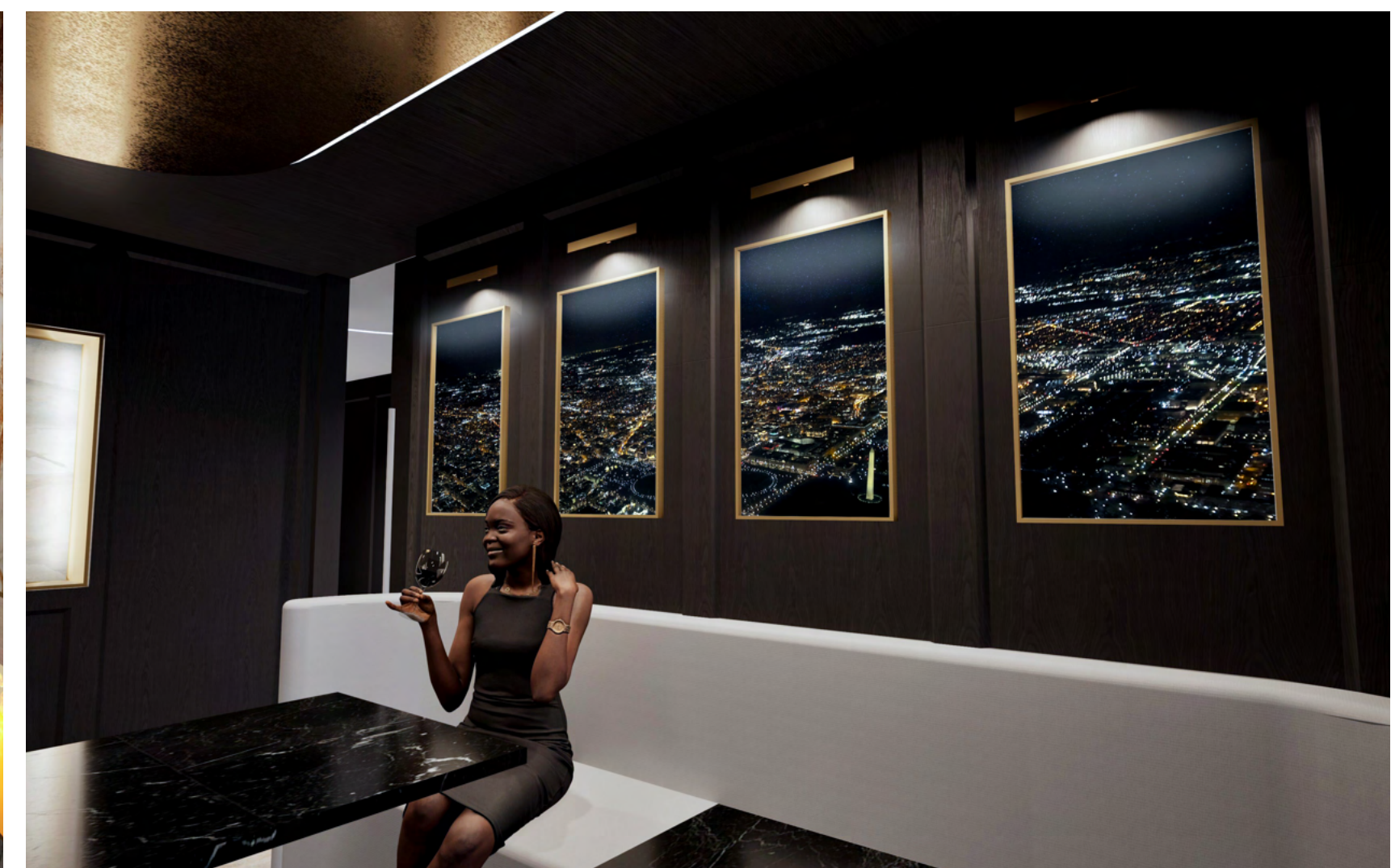
- Dark luxury aesthetic
- Artwork displaying aerial shots of cities at night
- Star players and pivotal moments for Monumental Sports and Entertainment





Club Thematic: In the Clouds





UNITED
Globe Club & Lounge



Final Install



UNITED
Globe Club & Lounge



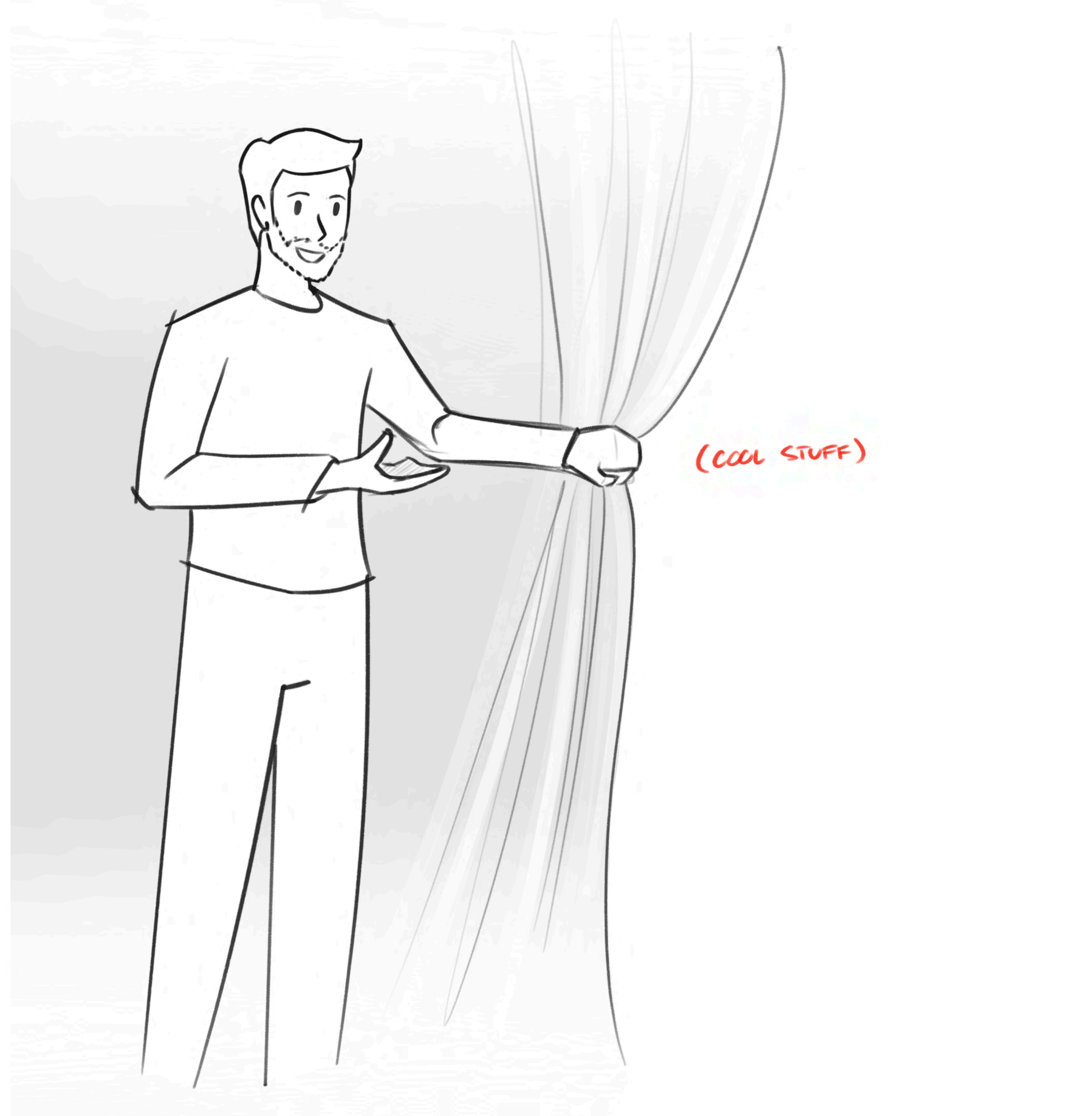
bonus creativity!

what, no way!

thank you for going through my folio!

as a gesture of my thanks, I thought I'd share some other creative stuff I've done, just for fun.

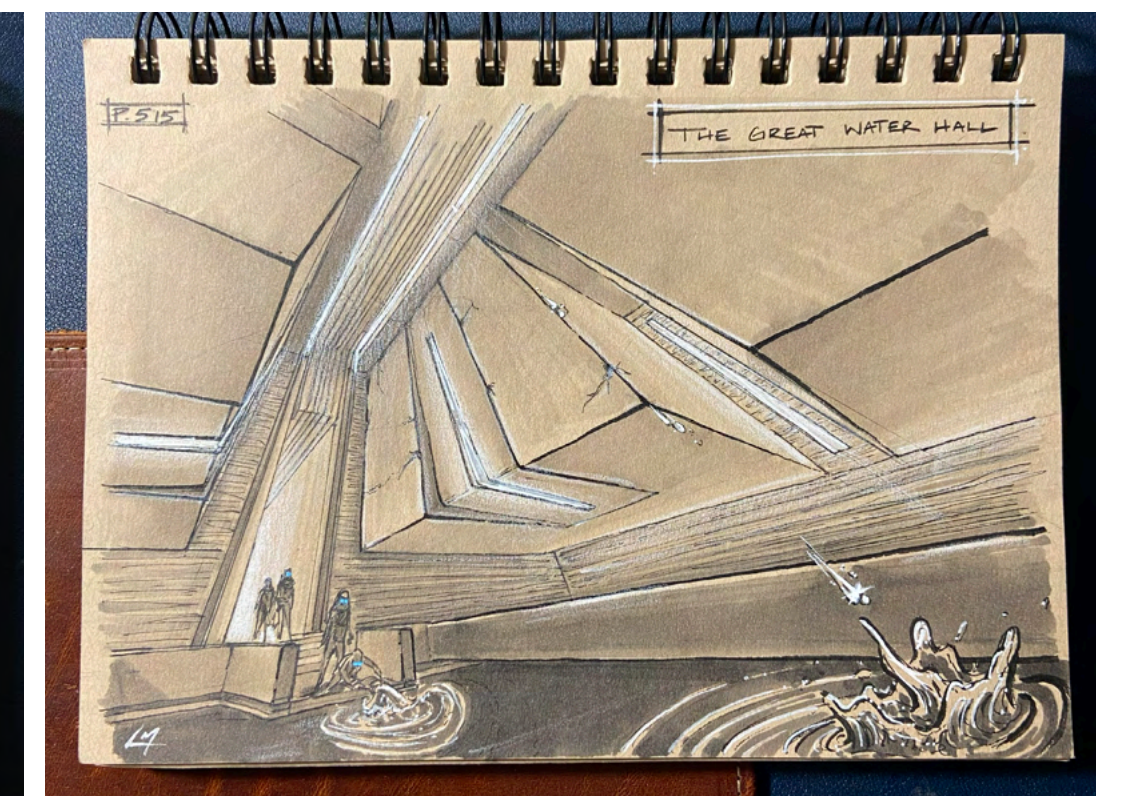
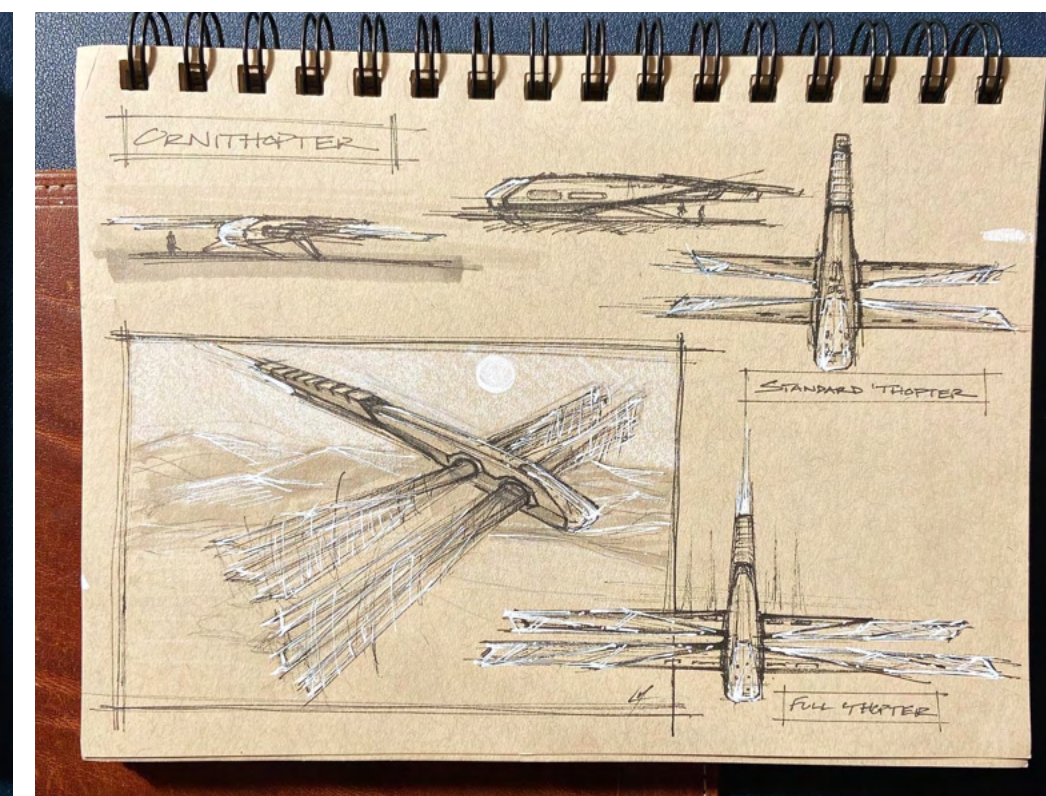
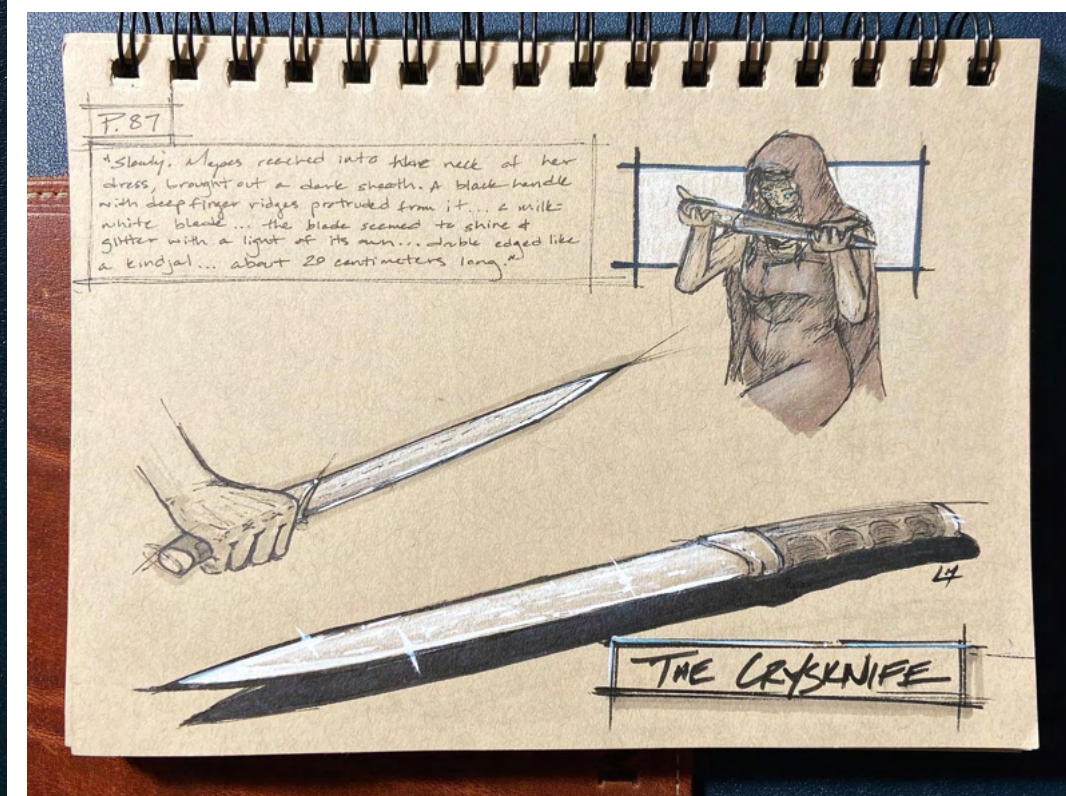
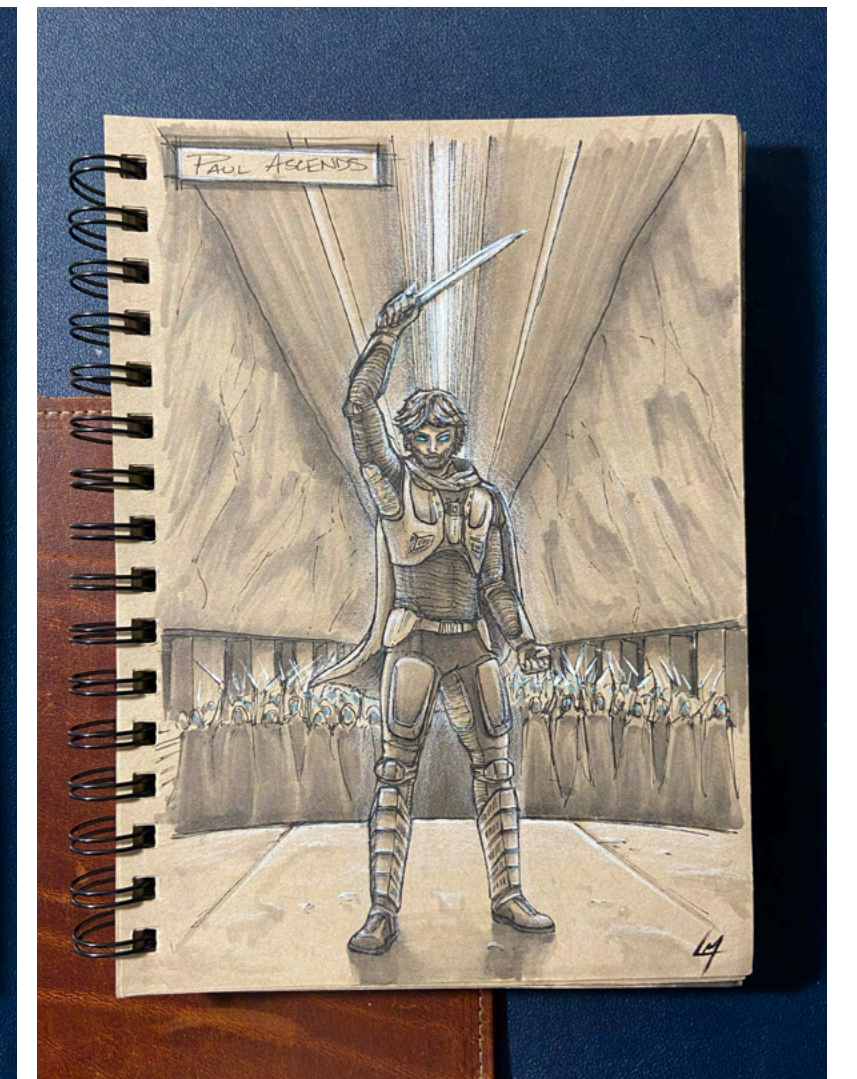
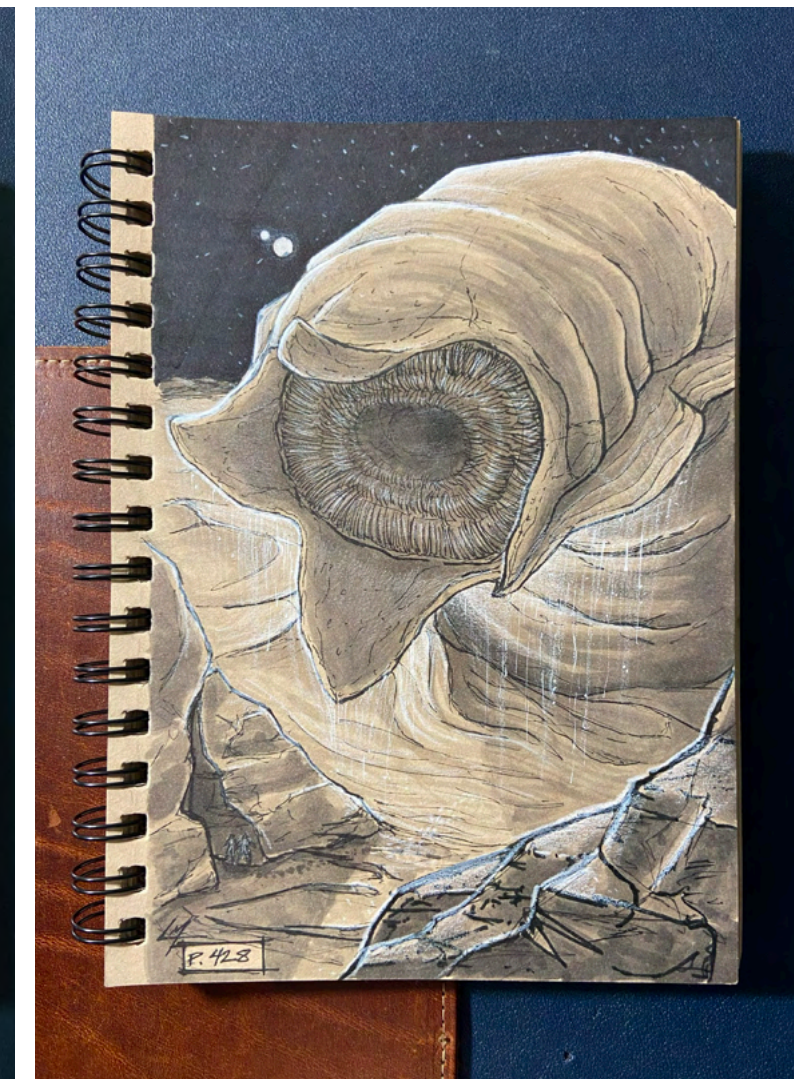
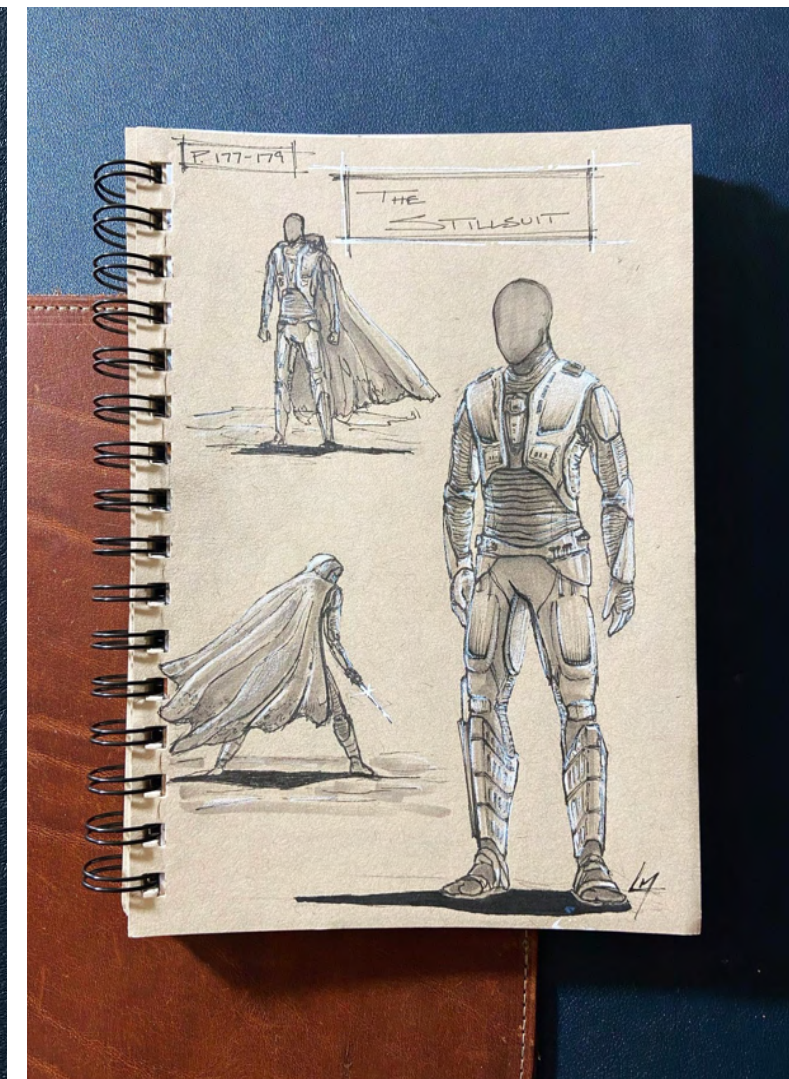
I hope you enjoy!



dune sketchbook

A passion project to imagine the world of Dune while reading through Frank Herbert's famous novel.

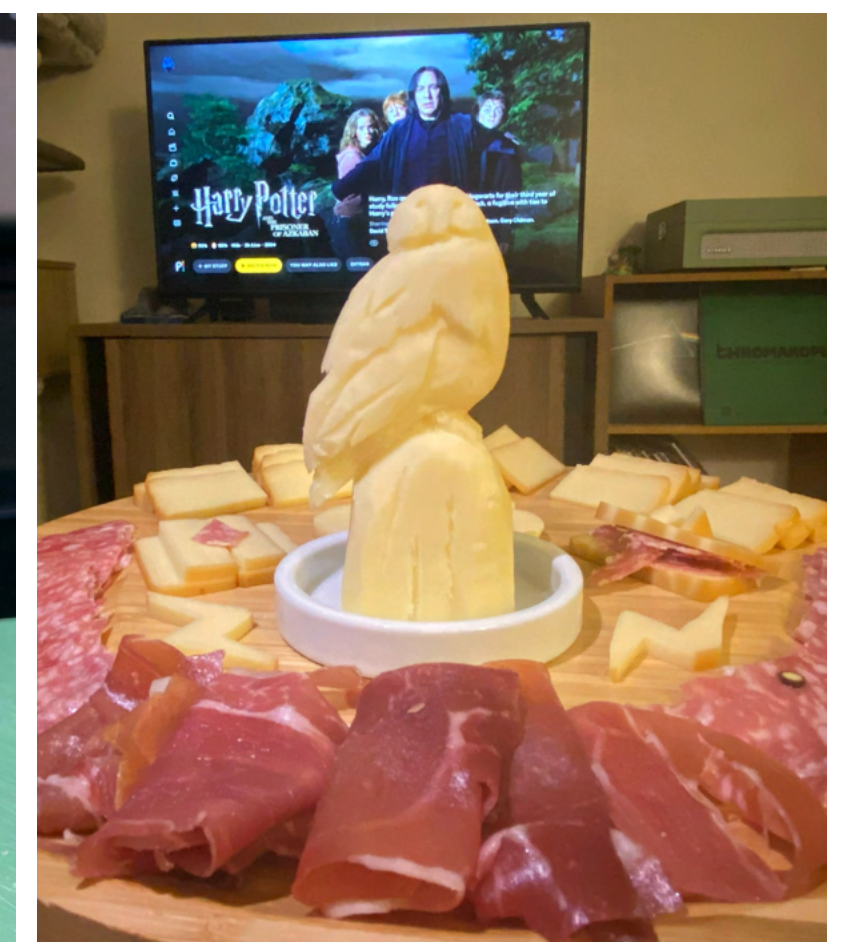
I approached this concept design challenge as if I was tasked with visualizing the key moments from the Dune story to convey the visual identity of the world and the characters found within.



sculpture

In my free time, I sculpt! Sometimes with clay, othertimes with edible mediums!

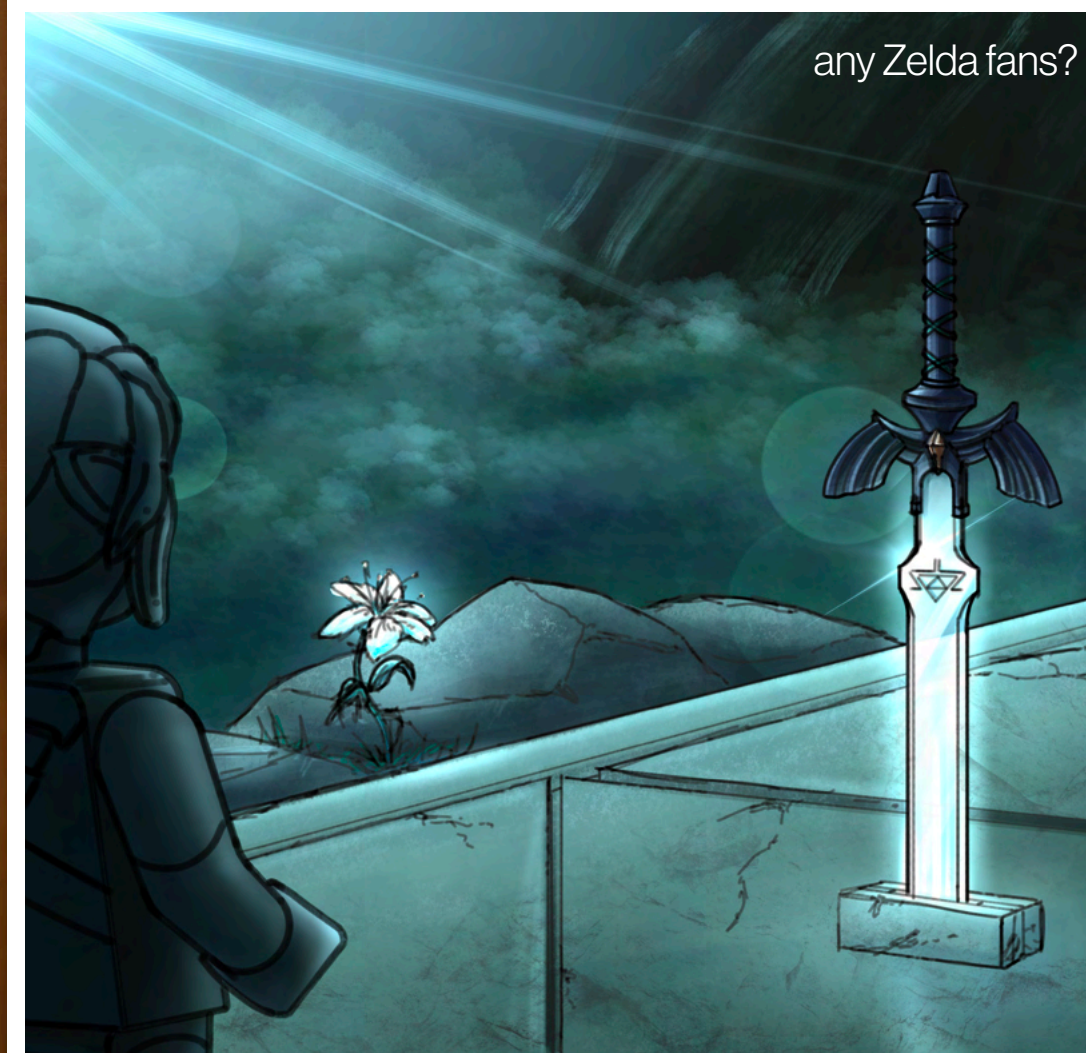
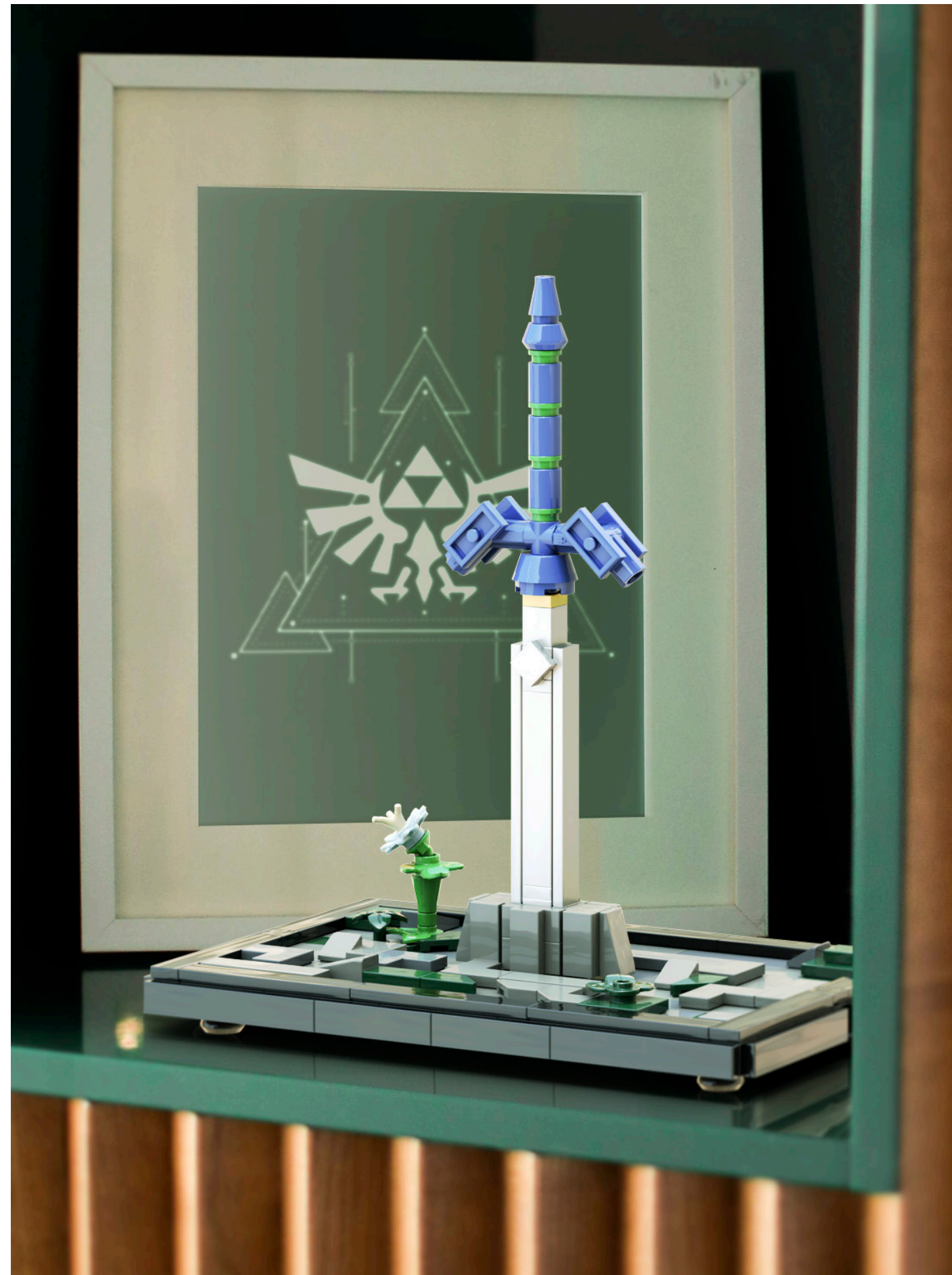
Sculpting is one of the ways I relax, but I also learn so much from it. I'm always balancing forms, working with material capabilities and on the more realistic sculpts I'm learning a ton about anatomy, proportions and how to utilize tools!



lego

I recently decided to learn how to design lego sets in Bricklink Studio, just for fun!

Growing up I loved building with Lego, so I thought I'd try designing and rendering out my own sets and concepts!



bio-bricks that nurture plants, and little lego pals to accompany them!

(personal concepts only - not officially licensed LEGO products)

other work

want to see more?
check out my platforms!

 Lance Mimna

 mimna.design





Thanks for taking the time.

Let's get in touch.

540 • 316 • 1069

LANMIMNA@GMAIL.COM

MIMNADESIGN.COM

