

# Pierre Souloumiac

Illustrator & Mechanical Engineer

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## Education

2022 - 2024 Digital Illustration Certificate of Achievement at the City College of San Francisco, CA

2011 - 2014 Masters in engineering Major in Mechatronics at Supméca engineering school, Paris

## Experience

2023 - present City College Student in Digital Illustration

I have been expanding my creative skillset by pursuing a degree in digital illustration. Subject matters of interest are art history, drawing, figure drawing, color, graphic design, traditional & digital illustration. See portfolio at <https://psoul.art> for samples of my work.

2017 - 2022 Apple Mechanical Engineer in Prototyping

I developed prototypes: turning iPhones, iPads and other *released* devices into platforms forward compatible with *unreleased* technology (e.g. cameras, 3D sensors). They were used for machine learning training. I executed the design and built in house or at local contract manufacturer.

2014 - 2017 iRobot Associate Mechanical Engineer

My main role was in the Cleaning Development Team where I designed an automated test fixture that could dispense sand and test robot vacuum performance, helping with quick design iteration.

### Patents

2022 US20230099860A1 Uniform light halo for single keyboard key  
2021 US16502059 Efficient heat removal from electronic modules  
2017 US20230221435A1 Cleaning Roller for Cleaning Robots

### Creative Projects

2023-2024 Proud Ultimate *Social Media and Communications Lead* for a San Francisco based beginner friendly queer ultimate frisbee league. Social media strategy & flyer design.

2023 AIDS/LifeCycle Designed illustrations to print on crop-tops for fundraising (see portfolio).

## Tools & Skills :: Knowledgeable :: Comfortable :: Proficient :: Expert

### Engineering

CAD & Simulation tools CATIA::, Creo::, NX::, Solidworks::, Ansys::

Coding Languages C++::, Python::

Machining Lathe::, Mill::, CNC::

Prototyping:: 3D printing (FDM, SLA, SLS), Lasercutting

Development Hardware Raspberry Pi::, Arduino::

### Illustration

Digital Media Photoshop:: & Illustrator::, Affinity Photo:: & Designer::, Procreate::, Magica Voxel::, Maya::

Traditional Media Gouache::, Watercolor::, Charcoal::, Pastel::, Markers:: etc.

Formats Editorial Illustration, Poster, Graphic Reportage, 2D assets, merchandise illustration, Fan Art, Flyers, Social Media Content

## Other Interests

Languages French & English: mother tongues, Spanish: B2

Sports Cycling, ultimate frisbee & windsurfing

Other hobbies 3D modeling & printing, sewing & arduino LED projects