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## HELLO, I AM MAREK WEIDLICH

I am an Industrial designer currently based in Prague, Czech Republic. I completed my Bachelor's degree in Industrial design and my Master's degree in Automotive design at FDA, Ladislav Sutnar University of Art and Design in Pilsen (CZE). As an exterior transportation designer I worked at ŠKODA Auto a.s. and Biomega. Before that I have had work experience as an industrial designer at Studio F. A. Porsche and Pininfarina. I am experienced in sketching, 3D modeling (vector softwares) and clay modeling. My passion in design, combined with a curiosity in life and a relentless attitude, always keeps pushing me forward.

### EDUCATION

- 2012 - 2015**      **Industrial Design, BA (Bachelor of Art)**  
FDA, Ladislav Sutnar Faculty of Design and Art  
University of West Bohemia in Pilsen, Czech Republic
  
- 2015 - 2018**      **Transportation Design, MA (Master of Art)**  
FDA, Ladislav Sutnar Faculty of Design and Art  
University of West Bohemia in Pilsen, Czech Republic

### EXPERIENCE

- Freelancer**  
Industrial designer  
September 2020 - present 
  
- ŠKODA Auto**  
Exterior designer  
March 2020 - July 2020 
  
- ManyOne** (BiomegaxSkibstedID)  
Transportation designer  
February 2019 - February 2020 
  
- ŠKODA Auto**  
Diploma Thesis  
February 2018 - August 2018 
  
- ŠKODA Auto**  
Exterior design Intern  
September 2017 - January 2018 
  
- Pininfarina Extra**  
Industrial design Intern  
March 2017 - June 2017 
  
- Studio F. A. Porsche**  
Industrial design Intern  
September 2016 - February 2017 

### EDUCATION / WORKSHOPS

- workshop with Jan Korabecny from **Porsche AG** (2016)
- workshop with Branislav Mauks from **Pininfarina** (2015)
- workshop with Maurizio Corbi from **Pininfarina** (2015)
- workshop with Michal Jelinek from **Autodesk** (2015)
- workshop with Michal Kacmar from **Land Rover** (2015)
  
- 6-weeks long clay modelling workshop (taping, foam, clay) consulting*
- 3-days long sketching course*
- 3D, rendering, post-production*
- idea development, sketching*

**SOFTWARE**

<b>2D</b>	Adobe package (Ps, Ai, Id, Lr, Ae...) WordPress
<b>3D</b>	Rhinoceros Blender Alias
<b>rendering</b>	Keyshot Blender

**SKILLS**

sketching  
clay modelling  
foam modelling

**LANGUAGES**

<b>Czech</b> <i>native</i>	<b>English</b> <i>fluent</i>	<b>German</b> <i>learning (A2)</i>
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**CONTACT**

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