

SENIOR PRODUCT DESIGN ENGINEER | MECHANICAL ENGINEERING TEAM LEAD

Certain it can't be done? Worried that because it hasn't been done, it can't be? **Challenge accepted.**

Creative "Maker of Stuff" blending 20+ years of boundary-pushing design with a can-do/get-it-done ability to execute. Expert in injection molded plastics, curvaceous CAD products, 3D printed/scanned machines, wearables, tooling, and small electronic device prototype and product development phases. Collaborative, engaged leader able to mentor colleagues, engage stakeholders, drive research, encourage risk-taking, and resolve complex issues.

Key Skills

Unigraphics/NX CAD | Mechanical Design | Visualization | Mass Production Processes & Strategies | Architecture
Global Supply Chain | Cosmetic Part Finishing | CNC Machining | Product Design Processes | Plastics | Polymers
Design of Experiments | Engineering | Machining | Machine Tools | Molding | Plastics Engineering | Redesign

Professional Overview

INTEL CORPORATION

2013-Present

Maker of Stuff/Mechanical Engineer Team Leader

Led engineering design and development for wearables and small electronic device projects. Created mechanicals for plastics, sheet metal, magnets, and initial circuit board floor planning using NX CAD. Provided 2D drafting for production drawings and 3D CAD for product development phases.

- Guided first-run sourcing of assembly pieces and parts.
- Supported assembly lines with 3D-printed fixtures and short-run devices for early aesthetic and functional prototypes for SOP assembly manuals.
- Championed aesthetic appeal and user comfort in Industrial Design CAD during product development phases.
- Supported strategic partnerships between Intel and Tag Heuer, Fossil, Michael Kors, and Hublot by designing spring contact and wireless chargers for wearable devices.
- Designed magnetic charging device for Vaunt Augmented Reality glasses.
- Designed and prototyped hologram verification and manufacturing fixtures for Vaunt AR glasses.

WRIGHT ENGINEERED PLASTICS

2012-2013

Tooling Development Manager

Provided expert consultation in plastic part DFM for medical and electronic companies.

- Designed plastic parts and redesigned for moldability.
- Led design, construction, and qualification for injection mold tooling in China, Taiwan, and Singapore.

PARALLEL DESIGN

1997-2012

Sole Proprietor (1997-2012) & General Partner (2000-2003)

Offered plastic part design services specializing in eyewear and similar curvy shapes. Used injection-mold design, 3D scanning, and reverse engineering.

- Designed 300+ plastic injection molds for Oakley sunglasses, Revo, ESS, Fox, and Dragon Optical.
- Redesigned plastic parts for moldability for Silicon Graphics, Hewlett-Packard, Microsoft, and Tool Tech.
- Created www.paralleldesign.com/moldability_101/index.htm to teach plastic part moldability techniques.

Education

Bachelor of Science in Industrial Technology – CSU, CHICO