

OBJECTIVE

Provide leadership in developing an interdisciplinary team using my Experimentation, Industrial Design, Engineering, Design Thinking, and People skills to help bring innovative ideas to life. I want to have fun while working with a company that challenges preconceptions and creates amazing things and experiences.

EXPERIENCE

ETC – Electronic Theatre Controls

Senior Industrial Designer *May 2021 – Present*

I am responsible for leading all Industrial Design efforts across the entire product portfolio. I took ownership of bringing ETC out the pandemic looking more refined and cohesive than before with a stronger sense of brand identity through industrial design. Since putting into motion plans to make our brand stronger I've been able to jumpstart excitement for ETC's new product portfolio within the company. I am a key contributor to modernizing our flagship product lines and designing our new, high spec, industry leading, solutions. Leveraging that flagship excitement, I energized the development of many new products and innovations that are leaner, build on product experiences we already offer, and expand use for existing products, all while taking into account solutions that neatly navigate extended lead times, part shortages, and limited resources experienced due to the pandemic. As a result of this resiliency and novel design thinking I have been awarded 4 US patents on designs and innovations for ETC.

Industrial Designer II *August 2018 – May 2021*

I fundamentally changed how Industrial Design is viewed at ETC. I lead my team to become project evangelists and drivers. We introduced & onboarded our coworkers and management to the concept and value of true Industrial Design, and how it contributes to significant growth in product and project value over the previous way of developing: The dreaded "engineer first and make 'pretty' as an afterthought." Working with engineers, speaking their language, and working with their technical constraints as opposed to putting up more created a newfound respect and excitement for working with my team. This fundamental change of perception of the role of industrial design elevated the team past creating product labels and shells; We took on a driving role in championing the end user needs and experience through preserving ergonomics and size, while also implementing actual planned brand cohesion across ETC's vast portfolio. During this period my design partner and I were published in INNOVATION Magazine. The article, "Computational Ideation: Generating A New Starting Point," can be found in Vol. 38, No. 2, p. 48.

Industrial Designer / Innovation Design Engineer *March 2018 – August 2018*

Concept Engineering, Industrial Design, Form Development, & UI/UX, for Theatre Lighting, Entertainment Lighting, Lighting Control boards, Architectural Lighting, & Rigging.

Pernod Ricard

Innovation Consultant *March 2015 – April 2015*

BIG: Breakthrough Innovation Group – Redefining the retail experience through personalization.

Intel

Innovation Consultant *February 2015*

Intel Health and Life Sciences/Intel ICRI Cities

Red Fusion Studios, Inc.

Industrial Designer (UX/IX/UI) *April 2013 - January 2014*

Choi Design

Industrial Designer (Contract) *June 2012 - July 2012*

Kahler Slater Architects

Design Intern *May 2012 - July 2012 (3 months)* Architecture Intern *June 2011 - August 2011*

CORE COMPETANCIES

- Communication: Conveying importance of key details across disciplines, translation of models and materials to maximize utility for the next person in the design process.
- Design Research: qualitative user interviews, quantitative user studies, focus groups interviews, concept testing
- Ideation: worst idea engineering, research-based concepts, Blue-Sky ideas, questioning assumptions
- Leadership: Creative facilitation, Mentorship/Skill sharing, Design thinking, discipline-translation
- Hands-on approach: Building/Prototyping/Hardware/Mechatronics/Programming

EDUCATION

Imperial College London *2014-2016*

Innovation Design Engineering - Master of Science in Engineering (MSc) - Graduated with Merit

-Orgatronics - A Synthetic Biology Project

-IDE Class Representative - Innovation Design Engineering Program Representative - Year 2

Royal College of Art *2014-2016*

Innovation Design Engineering - Master of Arts (MA)

-IntroSpec - A Psychology and Architecture Project

-IDE Student Liaison - Innovation Design Engineering Program Representative - Year 2

-Helen Hamlyn & Realys Design Award for Work Futures

Purdue University *2007-2012*

Industrial Design - Bachelor of Art (BA) - 2nd in class for Industrial Design

Danish Design School *2010*

Scandinavian Furniture Design - Study Abroad

UCLA *2007*

Cinematography Production Practice Workshop

LANGUAGES

English (Native - Professional working proficiency)

Spanish - (Limited working proficiency)

HOBBIES, INTERESTS & ACTIVITIES

World Travel (explored 32 countries so far!), Science fiction, Tech blogs and all things cybergeeky, Water Skiing (3-Event Tournament), Screenwriting/Cinematography/Editing

RECOMMENDATIONS

Nick Blair Senior Industrial Designer at Red Fusion Studios (Currently Lead Industrial Designer at KOSS)

- To say that Jon is multifaceted would be an understatement. Industrial design, GUI/UX, graphics, animation, performance and research are all things within his toolbox. Couple this with Jon's lust for emerging technology and his drive to push the envelope, the only safe designation to give this guy is "Change Agent".

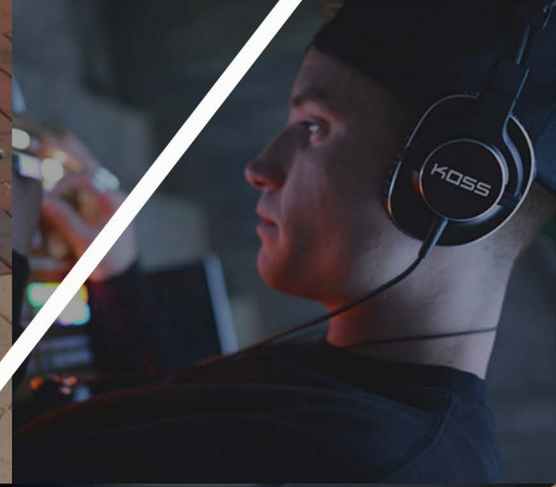
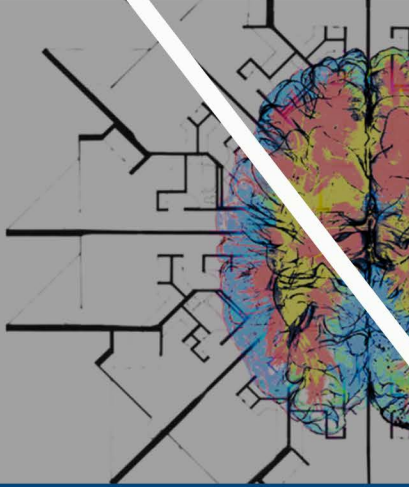
ALL

RESEARCH & EXPERIMENTATION

DESIGN

PROTO

MISC FUN



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