

Kyle J. Cherry
538 SW 182nd St
Seattle, WA 98166
206-661-5577
kyle@kylecherry.com
www.linkedin.com/in/kylecherry

Portfolio

[www.kylecherry.com]

Highly skilled design and development professional, specializing in digital design for presentation and manufacturing. Experienced in Industrial and User Experience Design project management. Work well under pressure and short deadlines and enjoy challenging work. Deadline driven and results oriented design professional.

Industrial Design

3D Modeling, Design for Tooling, Design for Manufacturing/Assembly, Sketching, Rendering, Prototyping. Knowledge in manufacturing with Plastics (thermo/set), Aluminum, Magnesium, RoHS compliance. Lead Industrial Design direction and contributed to strong brands. Highly developed 3D modeling and rendering skills and knowledge in the latest most advanced rendering software platforms.

UX/UI Design

Experience working with wire frames, user interface comps, creating mock-ups and websites with CSS, JS and CMS.

Contributed to projects for

Microsoft, Nvidia, Panasonic, Nike, McLaren Automotive, Baseball Manager, Tetracore, and many more.

Software

Nine years of experience designing with CAD, rendering, and graphic software such as Adobe Creative Suite 5, Rhino 3D, SolidWorks, KeyShot, Maxwell Render, Inventor Pro, AutoCAD, Dreamweaver, Microsoft Office and more.

Press

My work can found on The Wall Street Journal, Gizmodo, Syfy Channel's Device and Wired Magazine online, among other places of publication.

The Wall Street Journal

The Shape of Things to Come - By Joe Mullich 2010
<http://online.wsj.com/ad/article/laptop-shape>

Gizmodo

Mphony Is the AV Receiver I Want to Have - By Jesus Diaz 2009
<http://gizmodo.com/5370548/mphony-is-the-av-receiver-i-want-to-have>

Canvas Laptop Computer Concept for Creative Types - By Kit Eaton 2008
<http://gizmodo.com/367520/canvas-laptop-computer-concept-for-creative-types>

Experience

Product Development Designer

June 2010 to Current Innovative Converged Devices:

Provide Industrial Design consult to major high-tech companies. Creation of new consumer electronics. EE I/O Component selection and placement with in products. Worked with products from concept to design to manufacturing.

Contract Designer

April 2010 to June 2010:

Worked as a consultant for Seattle area companies. Created designs for various industries and products.

Design Director

Jan. 2009 to August 2009 Ballinger & Associates:

Design and development consultancy with a focus on Microsoft technologies.

Was responsible for the look and feel of products and maintaining design direction.

[www.ballingerandassociates.com]

Industrial Designer

July 2008 to Nov. 2008 Synapse Product Development:

Worked with the engineering team on client and in-house projects.

Developed pre-production prototypes and created design presentations for clients.

Industrial Designer – Project Manager

Nov. 2007 to May 2008 Neticipate Inc:

Developed consumer electronics suitable for manufacturing.

Created formal designs for presentations and display. Coordinated and managed engineers, suppliers, OEMs, and prototyping shops for delivery of final product.

Freelance Designer

Dec. 2006 to April 2008:

Created and designed point of purchase displays for retail and trade shows.

Designed and built a modular trade show booth for use at the S.I.A. trade show.

Designed the exterior for an experimental car to generate investor interest.

Honors/Achievements

1st place: International Design Awards Competition, Student-Home Computers.

Education

Bachelor of Science – Industrial Design

Full Scholarship – Art Institute of Seattle

Excellence Award (Art Institutes North America)

Special Attributes

Advisory member, Puget Sound Skills Center, Engineering Department. Substitute faculty, Puget Sound Skills Center, Engineering.

Worked with homeless children in the inner city of Chicago and helped build three houses in Tijuana, Mexico for homeless families.