

Kyle Cherry

Designer, Engineer, Leader

My focus at the moment is in Augmented and Virtual Reality. My past has included ID, ME, UI, UX, and HMI design. I understand what it takes to fully develop a product from start to finish.

I am a driven innovator in design and technology. My in-depth knowledge of design for manufacturing and assembly allows for quick completion of products. My teams and I have shipped many influential electro-mechanical and optomechanical consumer products. My career is focused on holistic product design in the consumer electronics industry.

Prior to my current technical pursuits, I have held director positions in several design/development firms and startups. Past products can be found on Engadget, Gizmodo, and in the Wall Street Journal, among other publications.

I am also an adviser at Puget Sound Skills Center for the Aerospace Manufacturing/Engineering Programs.

Past Work Highlights

- 13 head mounted display designs delivered to clients and production
- 3 Android Tablets shipped in volume
- 5 video conferencing systems for various clients, most shipping in high volume

I have contributed to projects for Microsoft, Nvidia, Panasonic, Nike, McLaren Automotive, Atheer Labs, DAQRI LLC, Tely Labs, PayPal, Lumus Optical, and many more.

Here are a select few samples of shipped product. More examples are available. Out of respect for my clients and NDAs, some of the best projects can't be shown.

Atheer AIR Glasses

Led the mechanical design and electronic integration.

Took the product concept from a solid ID mockup to mass production tooling.

<http://www.atheerair.com/smartglasses>



Highfive Video Conferencing System

Led the mechanical design and electronic integration.

Took the product concept from a solid ID mockup to mass production tooling.

<https://highfive.com/>



DAQRI Smart Helmet

Responsible for Industrial Design, electro-mechanical, and near-eye display integration into the product.
Led the creation of multiple mockups and prototypes.
Finished a short development cycle for CES 2016 and early customer assess.



NVIDIA Tegra 3 Reference

Lead Industrial Designer for the project. Mechanical chassis design and tooling. Very thin enclosure for the time. Design to tooling in 4 weeks.

<https://www.engadget.com/2011/06/02/nvidia-kal-el-development-platform-hands-on-video/>



Select Press

Wired - Daqri Smart Helmet

<https://www.wired.com/2016/01/daqri-helmet/>

The Wall Street Journal - The Shape of Things to Come - By Joe Mullich 2010

<http://online.wsj.com/ad/article/laptop-shape>

Gizmodo - Canvas Laptop Computer Concept for Creative Types - By Kit Eaton 2008

<http://gizmodo.com/367520/canvas-laptop-computer-concept-for-creative-types>

CNET - Daqri Smart Glasses

<https://www.cnet.com/products/daqri-smart-glasses/preview/>

Experience

VX Inc.

HMD Design Consultant

2016 to Present

AR and VR are on the cusp of something great. While technological advancements have been made in recent years, most have been minor and easily predicted. VX Inc. is here to make unpredicted change in a big and meaningful way. We plan to shape the industry to have mass-market appeal by the year 2020. It's a lofty goal that can only be accomplished by a team formed with some of the best experts in the field of augmented reality (AR) and virtual reality (VR).

DAQRI, LLC

HMD Design Consultant

June 2015 to February 2017

I designed and engineered several of DAQRI's key products. This includes the ID of the Smart Helmet and ID/ME of the Smart Glasses. I also advised internal and external teams for company hardware projects.

1066 Labs (Innovative Converged Devices - ICD)

Creative Director

January 2012 to September 2015

As the Creative Director of 1066 Labs, I was responsible for the ME, ID, UX, and prototype fabrication teams. Everything was engineered and manufactured in-house, from hardware design, optical-mechanical integration, and electro-mechanical support, to mechanical engineering, industrial design, and visual design. We shipped many influential electro-mechanical and optomechanical consumer products for consumer electronics start-ups, Fortune 500 companies and Formula One dynasties.

1066 Labs (Innovative Converged Devices - ICD)

Sr. Industrial Designer

June 2010 to December 2011

Ballinger & Associates

Design Director UX

January 2009 to August 2009

I was responsible for the look and feel of products and maintaining design direction. Design and development consultancy with a focus on Microsoft technologies.

Synapse Product Development

Industrial Designer

July 2008 to November 2008

I worked with the engineering team on client and in-house projects. Other than industrial design, my responsibilities included developing pre-production prototypes and creating design presentations for clients.

Neticipate Inc.

Industrial Designer – Project Manager

November 2007 to May 2008

I was part of a 7 person team working on a cloud computing ecosystem. My responsibilities included design of All-In-One computers and accessories. I was also responsible for coordinating and managing engineers, suppliers, OEMs, and prototyping shops for delivery of the final products.

Designer

Independent Contractor

December 2006 to June 2010

I worked as a designer for Behringer Audio, Boda Bags, Fable, and Innovative Converged Devices. I created designs for various industries and products.

Puget Sound Skills Center

Engineering Adviser

September 2007 to Present

Active adviser to the school on relevant industry changes and curriculum updates.

Education

Bachelor of Science – Industrial Design

Full Scholarship – Art Institute of Seattle

Excellence Award (Art Institutes North America)

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