



Michael Miller

INDUSTRIAL DESIGNER



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Work Experience

ALUZ (Contract) - Jr. Media Designer (July 2021 – October 2021)

- Created convincing photo real product and interior renderings in Keyshot using advanced lighting, PBR textures, labels, and models that I created in Sketchup.
- Set up Keyshot environments to include built in gradient backgrounds using advanced lighting techniques, eliminating need for post processing in Photoshop.
- Created, modified, and organized hundreds of digital content for web and print using Photoshop and Illustrator.

DesignStein Studios - Industrial Designer (February 2019 - January 2021)

- Designed wide range of products for industries such as consumer goods, sporting goods, housewares, industrial equipment, children's toys and more. Successfully helped bring several products to the market.
- Was personally involved in every step of the design process, doing everything from ideation sketches, 2D Photoshop renderings, and RFQs, to fully engineered CAD ready for manufacturing.
- Managed, maintained, modified, and repaired all FDM 3d printers, prepped all files for printing, trained co-workers to use company printers, and completed fully functional prototypes.

Tandem Product Design - Industrial Design Intern (November 2018 - February 2019)

- Created product concepts, ideation sketching, rapid CAD models using Solidworks, Keyshot renderings, client presentations.
- Quickly self-taught how to create complex sheet metal assemblies in Solidworks for Petco display.

Self Employed - 3D Printing/Freelancer (July 2016 - Present)

- 3D Printing: Own, operate, maintain, and modify personal 3D printers. I also work directly with clients to satisfy unique 3d printing requests.
- Freelancing: Custom CAD model requests, Graphic Design, create exclusive models for MyMiniFactory.

Industrial Design Consultant (June 2016 - November 2018)

- CAD modeling, Form ideation using Zbrush, Ideation Sketching, custom texture creation, Keyshot renderings, 2D Photoshop renderings.
- Created accurate CAD models using Solidworks from buck for clamshell packaging.
- Clients: J. W. Reed Design, Lux Divine, Cubed Design.

About Me

As a meticulous individual, I insist on accuracy and attention to detail in my products. I enjoy coming up with creative solutions to get past design and application obstacles, which has motivated me to learn every advanced feature available. Learning new digital processes comes quickly to me, so I use this to my advantage not only in my work life, but my personal creative life as well.

Accomplishments

- 1st place: MyMiniFactory's Playstation design contest (2016)
- 3rd place: Pinshape's Cosplay Design contest (2016)
- Youtube & MyMiniFactory: Combined total of 829,000+ views
- Linus Tech Tips: Runner up in headphone contest and featured in their video (2015)
- MyMiniFactory: Featured in "Best of 2016"

Skills

- SOLIDWORKS
- Keyshot
- Photoshop
- Illustrator
- InDesign
- Zbrush
- Sketchbook
- 3D CAD
- 3D Printing
- Prototyping
- Sketching
- 2D Rendering
- Mechanical Design
- Design for Manufacturing

Education

May 25, 2018
California State University, Long Beach
Bachelor of Science in Industrial Design
3.2 GPA