

GREG HOWE – INDUSTRIAL DESIGNER

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About: Industrial Designer with experience bringing products to market in the Outdoor Sporting Goods, Consumer Electronics, Juvenile Product and Defense Industries. Skilled in Adobe Creative Suite, KeyShot Rendering, Sketching, 3D Printing, Prototyping and SolidWorks (Solid & Surface Modeling).

GAVLION – PORTSMOUTH, NH

TEAM LEAD - INDUSTRIAL DESIGNER III - OCTOBER 2022 – PRESENT

Galvion: Designs and develops protective armor and head systems for modern warfighters and tactical operators.

Responsibilities: Manage and mentor junior design staff, concept sketching, advanced SolidWorks modeling, Keyshot and Photoshop renderings, develop new visual brand language for multi-component product platforms, maintain design intent through engineering and manufacturing phases, validate designs through rapid prototyping, translate end-user feedback and insights into design features. collaborate with project management, mechanical engineering and electrical engineering teams.

INDUSTRIAL DESIGNER III - JUNE 2021 – OCTOBER 2022

Responsibilities: Concept sketching, Keyshot and Photoshop renderings, advanced SolidWorks modeling, validate designs through rapid prototyping, translate end-user feedback and insights into design features. Collaborate with project management, mechanical engineering and electrical engineering teams to bring products to production.

Skills used at Galvion: Advanced Concept Development, Public Speaking, End-User Interviews, Digital Sketching, Advanced Surface Modeling in SolidWorks, 3D printing and rapid prototyping.

Projects at Galvion: Lead industrial designer for US Navy advanced helmet system, lead industrial designer for US Army advanced helmet system, support industrial designer for USMC advanced helmet system, support industrial designer for UK Army man worn power and data hub.

UPPABABY – ROCKLAND, MA

INDUSTRIAL DESIGNER - APRIL 2018 – JUNE 2021

UPPAbaby: Designs high-end juvenile products, blending elegant design with ultimate functionality into their car seats and strollers.

Responsibilities: Design and develop products for UPPAbaby's infant and juvenile car seat product line, communicate with domestic and overseas manufacturing facilities. Implement UPPAbaby brand language into product architecture. Work directly with mechanical engineering, quality engineering, project management, marketing and crash simulation teams to produce high performing car seats for mass-manufacturing. Maintain design indent through all product development phases.

Skills used at UPPAbaby: Form factor development, digital sketching, advanced surface modeling in SolidWorks, 3D printing and rapid prototyping. strong understanding of mechanism designs, material selection and injection molding processes.

Projects at UPPAbaby: Lead industrial designer for KNOX Harness System, lead industrial designer for future infant carrier, one of two industrial designers for the MESA Max Car Seat.

PLANO SYNERGY – GRAND PRARIE, TX

JR. INDUSTRIAL DESIGNER – SEPTEMBER 2017 – APRIL 2018

Plano Synergy: A holding a company for fifteen different hunting and fishing brands.

Responsibilities: Worked with brand, sourcing, design, engineering and new product development teams to create product for Plano Synergy's hunting and fishing brands. (*Frabill, Plano Molding, Wildgame Innovations, Flextone & Halo Optics*) Utilized expertise in SolidWorks, Keyshot, Photoshop, Digital Sketching and 3D printing to develop products from initial concept to mass manufactured products sold at Bass Pro Shops, Cabela's, Walmart, Dicks Sporting Goods and Amazon.

ASSOCIATE INDUSTRIAL DESIGNER – APRIL 2016 – SEPTEMBER 2017

Responsibilities: Present and develop concept ideas for brand management and sales teams to bring to market. Utilized skills in digital sketching, Photoshop, SolidWorks and Keyshot to communicate design intent and direction to internal teams. Concept ideas addressed end-user feedback and manufacturing constraints.

Skills used at Plano Synergy: Form Factor Development, Digital Sketching, Solid Modeling in SolidWorks, 3D printing and rapid prototyping. Communicate with overseas and domestic engineers to validate manufacturing feasibility of design solutions.

Projects at Plano Synergy: Plano AW 2.0 Gun Case Series, Frabill Magnum Bait Cooler, Plano A-Series 2.0 Tackle Box Series, Flextone Deer Call, WGI Wraith Trail Camera, WGI Rival Trail Camera, WGI Trail Pad Swipe Tablet & Future Halo Optics Laser Range Finder.

URBAN-E GMBH – BERLIN, GERMANY

INDUSTRIAL DESIGN INTERN – AUGUST 2014 – JANUARY 2015

Using data driven decisions, I developed product concepts for Urban-e GmbH. Urban-e is Germany's leading outfitter for electronic cargo bikes. As the only industrial design intern at Urban-e, I was able work on design projects from start to finish. This opportunity allowed me to develop my design skill-set to identify product opportunities for Urban-e's clients.

SOURCENTRA – FRAMINGHAM, MA

INDUSTRIAL DESIGN INTERN – JANUARY 2013 – MAY 2014

Created packaging and promotional products while working at SOURCENTRA, INC. SOURCENTRA is a small branding and packaging design consultancy. In this environment, I applied my design skill-set in a fast paced and team-oriented environment. Utilized technical proficiencies in rapid prototyping, CAD, sketching, Photoshop and Illustrator to bring client request to a finalized packing solution.

EDUCATION

AUGUST 2015

B.A. INDUSTRIAL DESIGN - WENTORTH INSTITUTE OF TECHNOLOGY

Course work in materials and manufacturing, design research, rapid prototyping, visual communication, information architecture, model making and human factors.

SKILLS

- Adobe Creative Suite
- SolidWorks (Solid & Surfacing Modeling)
- Sketching
- Keyshot
- 3D Printing
- Sketchbook Pro
- Microsoft Office
- Concept Development
- Visual Communication
- Form Development
- End-User Research
- Design Thinking
- Trend Research
- Model Making