

GREG HOWE – INDUSTRIAL DESIGNER

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GALVION – 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.

- Design and oversee industrial design for head and body-worn products, including heads-up displays, sensors, strobes, battery packs, and compute modules, at Galvion's Portsmouth, NH office.
- Develop MIL-SPEC housings and mechanical interfaces for new multi-component electronic helmet platforms.
- Engage with customers in the DoD, military, and government to provide project updates and status reports.
- Work with former and active military end-users to translate design feedback into product features.
- Manage external design consultancies, junior design staff, and support junior engineering staff.
- **Projects at Galvion:** Lead Industrial Designer for advanced helmet systems for US Navy NSWDC, US Army CBRN, and USMC MCWL. Support Industrial Designer for the US Army 5 & 6 Port P&D Hubs, USMC helmet system, and UK Army P&D hub and PTT.

INDUSTRIAL DESIGNER III – JUNE 2021 – OCTOBER 2022

- Applied design thinking to solve complex problems that met end-user feedback, manufacturing constraints, and internal requirements.
- Utilized expertise in digital sketching, SolidWorks, and rapid prototyping to communicate design intent to end-users and engineering teams.

UPPABABY – ROCKLAND, MA

INDUSTRIAL DESIGNER – APRIL 2018 – JUNE 2021

UPPAbaby: Designs high-end juvenile products, blending premium design with ultimate functionality into their products.

- Led the design from the initial sketch to the final molded parts for the MESA Max Base, Aria Carrier, and various harness systems.
- Collaborated with engineering, marketing, project management, contractors, crash simulation teams, and overseas manufacturers to ensure successful product delivery and compliance with NHSTA standards.
- Conducted end-user research through online reviews and storyboarding.
- **Projects at UPPAbaby:** Lead industrial designer for KNOX Harness System and Aria lightweight infant carrier, one of two industrial designers for the MESA Max Car Seat.

PLANO SYNERGY – GRAND PRAIRIE, TX

JR. INDUSTRIAL DESIGNER – SEPTEMBER 2017 – APRIL 2018

Plano Synergy: A former U.S. holding company for fifteen different hunting and fishing brands.

- Contributed to new product development for Plano Synergy's hunting and fishing brands.
- Launched 10+ products at major U.S. retailers, including trail cameras, gun cases, game calls, bait coolers and tackle boxes.
- Worked with brand management, manufacturers, engineering, design, and marketing teams to meet internal and end-user needs.
- **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.

ASSOCIATE INDUSTRIAL DESIGNER – APRIL 2016 – SEPTEMBER 2017

- Presented and developed product ideas for Wildgame Innovations, Frabill & Plano Molding new product teams.
- Utilized skills in sketching, photoshop, SolidWorks, and Keyshot to communicate design intent to internal teams.
- Developed product solutions that addressed end-user insights and manufacturing constraints.

URBAN-E GMBH – BERLIN, GERMANY

INDUSTRIAL DESIGN INTERN – AUGUST 2014 – JANUARY 2015

Urban-E: German accessory outfitter for electronic cargo bikes.

- Designed cargo bike accessories and boxes from sketch to final assembled product for Urban-e's clients.

SOURCENTRA – FRAMINGHAM, MA

INDUSTRIAL DESIGN INTERN – JANUARY 2013 – MAY 2014

SOURCENTRA: A design and packaging consultancy. Specialized in bringing ideas to life for small businesses and entrepreneurs.

- Applied CAD, sketching, Photoshop, and Illustrator to create packaging solutions, including clamshells, blister packs, and panel cartons for HBO and RueLaLa.

EDUCATION B.S. INDUSTRIAL DESIGN – WENTWORTH INSTITUTE OF TECHNOLOGY (2011 – 2015)

SKILLS

Technical: Sketching, SolidWorks (Solid & Surface Modeling), PDM, Keyshot Rendering, Adobe Creative Suite, Microsoft Office 3D Printing (SLA, SLS, FDM), Sketchbook Pro, Jira, Miro, Zoom.

Core: Form Development, Concept Development, Design Thinking, End-User Research, Design Management, Public Speaking and Presenting, Design Management, Design Mentorship, Timeline Proposals.