

Michael Davis

PO Box 1464, San Bernardino, CA 92402-1464

MichaelGDavis@ymail.com or Mdavis@headstuf.com

Phones: 909-379-4477 or 909-520-9029

Candidate Overview

World class industrial design and mechanical design in product development. CTO, Director, VP Design, Industrial designer, product design engineer, manager or director of design and engineering of new product development. Experienced with patent development and advanced strategic positioning of consumer and commercial products using design application and innovation. Available for term or full time. On the boards engineer and designer—current on SolidWorks software.

Education level | San Jose University, Bachelor of Science Industrial Design, Behavioral Science Minor, Tutorial Honors Program.

Candidate Profile

- Product designer at engineer and industrial design level, strong injection molded part design.
- Inventor of new proprietary and patented products.
- Organic form of plastic structural design, complex forms and surfaces, tooling cavity development in SolidWorks.
- Strategic manager of people and projects, molded parts, fabricated parts and assemblies.
- Trained, interactive communication resolution and various methods for motivation of personnel.
- Teacher of and developer of techniques and use of SolidWorks software and other design processes.
- Innovation pioneer of more than 200 products including three patents for head worn devices.
- Disruptive technology innovator.
- Consumer product developer with strategic marketing perspective of customer needs.
- Market focus and refinement expert.
- Quality experience expert.
- Strong Human Factors background for human head worn products, personal appeal, body worn or hand held products.
- State of the art ultra light weight product designer where every penny makes or breaks competitive stance.

References available upon request.

Work History

Present: Headstuf Product Development San Bernardino, CA.

Industrial Designer, Mechanical design engineer, [design using SolidWorks since 1998 as a mechanical and industrial design tool]. Continuing efforts on the personal development of proprietary products, business plan, and preliminary marketing plan, working some on finding a manufacturer to sell the brand and ideas for royalty purposes. Exploring ways to sell my company brand, Headstuf as an intellectual property manufacturer of computer components and as a specialized system builder UMPC product company, strong emphasis on headsets and audio set specialization related to the computing environment.

11/5/2007-2/2008 Martinez and Turek, Rialto, CA.

Product Design Engineer, Heavy lift fly by wire cab controls and enclosures, large weldment assemblies-duration of project, cab control assemblies sheet metal.

10/01/2005-10/20/2007 Headstuf Product Development--my own company.

I spent the time isolated on the southern Oregon coast, short term projects for local clients and working on four consumer products of my own for proprietary manufacture. These are computer products, a system of computer peripherals, mice, data storage, and a revised hybrid computer enclosure for the system builder market.

8/15 2004-9/26 2005 Moldex-Metric Incorporated Culver City, CA.

Product Manager, Product Design Engineer, Industrial Designer, Research and Development, new product design and development, injection molded head worn devices, designs, and tooling prototypes.

9/1993-8/2004 Headstuf Product Development Dallas, Oregon/LA, California.

Expert at strategic conceptual development: form, market, long term and short term strategic positioning, both a conceptual and development innovator, hand held and head worn molded parts and assemblies. Consulting, Bioject in OR, Maxon Lift, Optivus in CA, Morgan Body in PA, others.

2/1991 - 8/1993 Plantronics Inc. Santa Cruz, CA, Senior Industrial Designer [pre-solid modeling work].

Senior Industrial Designer invented and administered design of several headsets, Telco phones, visual impaired phone, patents, focus group planning and design.

Managed and assessed contractors with administration of headset design, human factors program (\$200k budgeted project), concept and execution, data collection on human ears. Offshore tooling and design and human factors program management.

Primary on two patents (utility and design); support kernel concepts for other patents.

6/1989 - 3/1991 Harris, Dracon Division Camarillo, CA

Supervisor mechanical engineering, industrial design and contract personnel, hired design support as required, direct line control. Designed and developed several injection-molded products, engineering development.

6/1983 – 8/1989 M Davis & Associates, (MDA design) Hawthorne and Oxnard Shores, CA.

Created and administered product designs for numerous manufacturers in Audio, Telco, Consumer, Industrial Equipment, Laboratory Instrumentation, Test Equipment, Medical Equipment, Exhibits, and Graphics. Seven employees: three designers, two staff, and two consultants.

3/1981 - 6/1983 Bausch and Lomb Applied Research Laboratories, Sunland, CA

Senior Industrial Designer [pre-solid modeling work]

Multinational product management and development design, US-Sunland, CA; Woburn, MA; Ottawa, CANADA; Ecublens, CH, Luton, England. Scientific equipment, commercial elemental analysis equipment. Low volume multi-process plastic and metal hybrid designs.

6/1977 - 1/1981 John Fluke Manufacturing, Everett, WA

Industrial Designer, staff, project Industrial Designer, test equipment, systems, touch control screens, molded control panels, complex snap-on molded parts and assemblies. 8420 systems DMM, 1720A Instrument Controller, Portable multimeters, Data Loggers, other industrial design.