

MONICA MILLER

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ABOUT

Industrial designer and manager with experience in both soft goods and hard goods. Passionate about tackling the strategic elements of a product as well as its functional and aesthetic attributes.

With business awareness and an understanding of branding, along with a love of hands-on design, an industrial designer and leader all in one.

EDUCATION

University of Illinois

at Urbana-Champaign

Bachelor of Fine Arts (Spring 2011)

Industrial Design

Northumbria School of Design

at Newcastle upon Tyne, UK

Study Abroad UK (Spring 2010)

Design for Industry

SKILLS

Archival and Field Research

Rapid and Refined Prototyping

3D Modeling and Refinement

Soft Goods Development and Production

Graphic Design for Product Application

Design Leadership

Engineering Interfacing

Overseas Manufacturing

Adobe Creative Suite

Solidworks

Keyshot

AWARDS

2018 Red Dot Award - Fielding Trainer (SKLZ)

PATENTS

US 2018/0085618 A1 Acceleration Trainer

US D805,591 S Ball Return Training Device

PENDING Soccer Training Ball

EXPERIENCE

SKLZ Pro Performance Sports

Industrial Design Manager (August 2017 - October 2018)

- Managed the ongoing product development work flow of the design team in collaboration with departmental timelines.
- Coached designers toward high performance while creating a space that allowed their creativity and talent to flourish.
- Created and implemented product processes and procedures. Including product brief templates, product timelines with checkpoints and deadlines, design review format and deliverables, and CMF documentation.
- Developed strategic product line organization to facilitate successful product as it related to the goals of the business.
- Participated as the voice of product regarding human factors, the brand narrative, and cross-functional collaboration.
- Continued industrial designer responsibilities in this player-coach role.

SKLZ Pro Performance Sports

Industrial Designer (September 2015 - August 2017)

- Developed a spectrum of athletic training products across categories and channels.
- Produced elevated product designs in a fast paced environment with overlapping timelines. Including 2018 Red Dot Award Winner - Fielding Trainer.
- Delivered innovative solutions with patentable IP. Including the Acceleration Trainer, Ball Return Device, and Soccer Training Ball.
- Completed field research and testing with professional and amateur athletes for usability, quality, safety, and longevity.
- Developed hard goods with a variety of materials and processes. Including molding of plastics and foams, forming and welding of metals, and applying surface finishes and textures.
- Developed soft goods with a variety of materials and processes. Specifically in high function use cases. Including cut and sew construction, material selection, and 3D knitting.
- Developed graphic designs for product application as branding, product instruction, and surface styling.
- Provided product teams and factories with documentation, sample reports, and design modifications for mass production.
- Outlined and highlighted product features to equip Sales and Marketing for success.

ACCO Brands

Junior Industrial Designer (February 2013 - September 2015)

- Developed office products for a variety of categories, brands, channels, and timelines.
- For retail and mass market, developed products for seasonal collections grounded in trend and marketing research.
- For commercial products, expanded the brand portfolio with inclusive designs built for high use and extended life cycles.
- Collaborated with factories to achieve unique surface finishes for retail staplers and licensed partnerships.

Xentris Wireless

Contract Designer (April 2012)

- Developed rapid and refined concepts for mobile phone chargers to be presented to the client, Victoria's Secret.

Sensaphonics Hearing Conservation

Contract Designer (September 2010 - March 2011)

- Worked with the Sensaphonics engineering team to redesign their ambient sound pack and personal monitors.