

Joshua Martin

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Professional Summary

Senior Industrial Designer with 14 years of experience in product design, specializing in 3D CAD modeling (SolidWorks, Blender), prototyping, and advanced manufacturing techniques. Proven ability to manage projects from concept to production, collaborating with cross-functional teams to ensure manufacturability, performance, and design integrity. Passionate about solving design challenges with innovative materials and cutting-edge production methods.

Work Experience

Sr. Industrial Design

Strategic Operations Inc-San Diego, CA

August 2018 to Present

- Lead the creation and modification of 3D CAD models and production-ready drawings using SolidWorks, Powersurfacing, and Blender.
- Collaborate with cross-functional teams (engineering, production) to ensure designs are manufacturable and meet reliability standards.
- Manage product prototyping, testing, and technical support to ensure seamless transitions from design to production.

Sr. Industrial Designer/Product Manager

Dingo Group-Oceanside, CA

August 2013 to December 2024

- Managed the full product lifecycle, from design to production, ensuring alignment with company standards and customer expectations.
- Led design presentations for executive teams, engineers, and cross-functional stakeholders, facilitating informed decision-making.
- Spearheaded the development of the TaylorMade Interactive Spider, contributing to significant product portfolio expansion.

CMF Designer

Hewlett Packard-Rancho Bernardo, CA

February 2014 to December 2016

- Developed color, material, and finish strategies for next-gen printers, enhancing product aesthetics and user appeal.
- Worked closely with the CMF Manager to create renderings and prototypes, streamlining communication across teams.

Sr. Industrial Engineer

Blast Motion-Carlsbad, CA

September 2012 to December 2016

- Collaborated with international manufacturers and design teams to refine product concepts, ensuring timely execution.

- Developed and maintained comprehensive product documentation (assemblies, BOMs, tech packs) to streamline production.
- Conducted market research to stay ahead of industry trends, driving product innovation.

Product Manager II/Industrial Designer II

Performance Designed Products-San Diego, CA

June 2012 to December 2013

- Led design and development of audio products in collaboration with US, China, and Taiwan teams.
- Contributed to a 22% profit increase in audio products by optimizing product strategies and maintaining strict deadlines.
- Represented the design team at trade shows, elevating product visibility and brand recognition.

Sr. Industrial Designer

H2O Audio-San Diego, CA

May 2010 to June 2012

- Designed and launched three successful audio products, expanding the brand's market share.
- Conducted ergonomic research to improve user experience and product functionality.

Education

Bachelor of Science in Industrial Design

Art Institute Orange County

January 2010 to December 2010

Skills

- Sporting Goods
- Development
- Wearable Tech
- Prototyping
- Action Sports
- Illustration
- Package Design
- Product Design
- 2D and 3D CAD Modeling
- SolidWorks
- POP Design
- Illustrator
- Sporting Equipment and Peripherals
- Photoshop
- Excel
- Product Packaging
- Consumer Electronics

- SPEC Sheets
- Cost Analysis
- Manufacturing
- Design Methodologies: DFM, Ideation, Materials & Cost Analysis, User Experience (UX) Design
- Research
- Audio Design
- Rendering
- Medical Devices
- Rapid Prototyping
- Graphic Design
- Materials
- Project Management: Cross-functional Team Collaboration, R&D Budgeting, Product Lifecycle Management
- Mould Design
- Mold Making
- Ideation
- Transportation Design
- Bom
- Model Making
- Headphone Design
- 3D CAD Modeling
- Solidworks
- Skills & Expertise:
- Wearable Technology
- Medical Design
- Toy Design
- Blender

Links

<https://www.joshuajamesmartin.com>