

EXPERIENCED INDUSTRIAL DESIGN
PROFESSIONAL SPECIALIZING IN CREATING
ELEGANT PRODUCT SOLUTIONS MADE TO
SOLVE UNIQUE PROBLEMS AND LEAVE THE
CONSUMER SMILING. HIGHLY FAMILIAR WITH
SOLIDWORKS, ILLUSTRATOR, KEYSHOT, AND
DESIGNING CONSUMER ELECTRONICS FOR
QUICK TURNAROUND PROJECTS IN SMALL TO
MASSIVE PRODUCTION RUNS WITH THE
PROVEN ABILITY TO TAKE A CONCEPT FROM
IDEA TO REALITY IN A MATTER OF MONTHS.

WILLIAM YONKERS

SKILLS:

Executing user and trend research, ethnographic studies, strategic planning. Sketching, aesthetic, mechanical, and game ideation to generate new ideas. Illustrator and KeyShot rendering / animation with Photoshop cleanup SolidWorks ideation and design with injection molded part pre-engineering. User interface ideation and prototyping-refinement for implementation. Model making and prototype fabrication, including 3d printer operation. Color / Material / Finish and Bill Of Materials specification Product development and manufacturing with overseas resources.

BIG MONSTER TOYS:

2017 – present Chicago, IL

SENIOR TOY AND GAME DESIGNER - Generating new and novel ideas, designs, and mechanisms for major toy manufacturers. Preliminary engineering of complex mechanisms and electronic components. Hand-made and 3D printing of presentation prototypes.

CLIENTS:

HASBRO \ MATTEL \ MOOSE \ PLAYSCHOOL \ FISCHER PRICE \ SPIN MASTER

STEELSERIES:

2016 – 2017 Chicago, IL

SENIOR INDUSTRIAL DESIGNER - Ideation sketching, component layout, KeyShot rendering, SolidWorks part design, system specification, 3D printed model making. Designing the look, feel, form, and function of various video gaming accessories.

ACCESSORIES:

MOUSE \ KEYBOARD \ HEADSET \ GAMEPAD \ MOUSE PAD \ ACCESSORIES

THINKGEEK:

2009 – 2016 Fairfax, Va

LEAD INDUSTRIAL DESIGNER - Ideation sketching, component layout, illustrator rendering, SolidWorks part design, system specification, game-play rule creation, asset handling, fabrication of prototypes, gadget / toy invention, and wearable electronics design.

LICENSED PROPERTIES:

STAR WARS \ STAR TREK \ PORTAL \ MINECRAFT \ BACK TO THE FUTURE \ ALIENS \ MARVEL \ DOCTOR WHO

TRES DESIGN:

2003 – 2008 Chicago, IL

STAFF DESIGNER – User research, ideation sketching, illustrator rendering, SolidWorks part design - component and mechanical design, GUI ideation, design, and implementation. Concept to production for consumer electronics, housewares, sporting and medical equipment.

CLIENTS:

INTEL \ SEGWAY \ MEDTRONIC \ WILTON \ ACCO/SWINGLINE \ MASTER-LOCK \ BELL SPORTS \ P&G \ WHIRLPOOL

FREELANCE / SHORT TERM:

CrispX – Styling studies for three next generation gaming PC towers.
Digital Signal Corp. - Styling and usability ideation for a facial recognition system.
Quirk Books - Created the Tic-Tac-Tome, an automatic tic-tac-toe playing book.
Dorkfood - Concept sketching & CAD models of 3 sous-vide cooker controller modules.
Imperium Inc. - Styling and usability ideation for an industrial ultrasonic imaging system.
AlphaGrip - Illustrations and renderings of a chorded keyboard for mobile smartphone devices.
National Building Museum - exhibits contractor, design, fabrication, and installation.
CMU HCII - Ethnographic research and ideation to make robots interactive with the elderly.
Footwear Design - Research, ergonomics, and ideation to make a women's high-heel shoe.
NREC - Carbon fiber, handheld remote and fiberglass engine enclosure for an agricultural robot.

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