

INDUSTRIAL DESIGN PROFESSIONAL
SPECIALIZING IN ERGONOMICS, HUMAN
MACHINE INTERACTION / CONTROLS,
INFORMATION HIERARCHY, AND ORGANIC /
EDGY FORMS. HIGHLY FAMILIAR WITH
SOLIDWORKS, ILLUSTRATOR AND DESIGNING
CONSUMER ELECTRONICS FOR QUICK
TURNAROUND, SMALL RUN PRODUCTION.
PROVEN ABILITY TO TAKE A CONCEPT FROM
IDEA TO PRODUCTION 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 with Adobe 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.

STEELSERIES:

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:

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:

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

NATIONAL BUILDING MUSEUM:

EXHIBITIONS DESIGNER & PREPARATOR – designed, fabricated and installed exhibitions and educational
interactives. Projects included: Matchbox car scale model of a helical ramp parking structure, working display
models of elevators and escalators, 2 full size geodesic dome kits.

EXHIBITIONS:
UP, DOWN, ACROSS \ ANACOSTIA RIVER FRONT \ MASONRY VARIATIONS \ SYMPHONY IN STEEL \ HOUSE OF CARS

FREELANCE / SHORT TERM:

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.
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.

327 W SCHILLER ST UNIT C
CHICAGO IL 60610
(312) 576-2078
WILLYONKERS@GMAIL.COM
WWW.COROFLOT.COM/Z_NO