

ADAM MILLER

INDUSTRIAL DESIGNER & DESIGN ENGINEER



www.IDMILL.COM



ADAMMILLER510@GMAIL.COM



[510] 507-2794



ABOUT ME

I learn, collaborate, and create products that drive brands and connect with people. I speak many technical languages, and help bridge the gaps in complex product design development. From research to the end user, I work to keep a product's integrity from concept sketch through production.

SKILLS

Research

Interview users and experts, Identify existing solutions and market needs, and define project parameters

Design Development

Concept ideation, function and form development, iterative testing, renders and presentations

Mechanical Design

Develop parts and mechanical assemblies, and refine them for production

Software

Solidworks (certified), Photoshop, Illustrator, InDesign, Keyshot, MS office, Miro/Lucidchart

Prototyping

3D printing, CNC, welding, machining, woodworking, Soft Goods

Manufacturing

Control drafting, deep materials knowledge, processes and DFM, patents submissions

EXPERIENCE

Lead Product Design Engineer

Mattel: Hot Wheels - El Segundo, CA

2017
Present

I joined the hot wheels "Advanced play" team to lead the design of the Hot wheels ID Smart Track. This included Surface CAD, mechanical design & development, and UX design for an international product launch starting at the Apple store. From there, I helped re-launch and build out our Remote Control segment, creating our signature 1/64 R/C line and other feature vehicles. For the past 2 years, I've been part of a 4-person innovation team leading R&D on blue sky opportunities for the Mattel vehicles portfolio.

Founder, Product Lead

Snactiv - Los Angeles, CA

2021
Present

I partnered with two old colleagues to launch the Snactiv eating/ gaming accessory on Kickstarter. It was fully funded, and to date has generated over 900k in sales.

Senior Design Engineer

Nabi-Fuhu - El Segundo, CA

2015
2017

I Developed technology for kids and families, such as tablets and IOT solutions. I worked between our design and engineering groups to ensure our designs were refined and maintained from concept through production.

Lead Industrial Designer

TatSoul - Baldwin Park, CA

2012
2014

Working closely with Industry experts, I developed machines, power supplies, soft goods and furniture for professional tattoo artists. I lead a team of 2 designers, and brought over 25 new products to market over two years.

Founder, Chief Product Officer

ChargeCard - Los Angeles, CA

2011
2013

Two partners and I launched "ChargeCard" on Kickstarter. I led product design, manufacturing, and packaging. We brought 5 models to market, in the first 2 years generating over \$500K in sales.

Mechanical Designer

AES Re: Disneyland Parks - Azusa, CA

2011
2012

I Designed + Modeled internal frames and mechanical movements for Disneyland floats and set pieces.

EDUCATION

CS50x

2022

Introduction to Computer Science

Pratt Institute

2007
2011

Bachelor of Science, Industrial Design

PATENTS

9 Utility Patents

7 Design Patents

Consumer electronics, Tattoo Equipment, Toys, Furniture

ADAM MILLER

INDUSTRIAL DESIGNER & DESIGN ENGINEER



www.IDMILL.COM



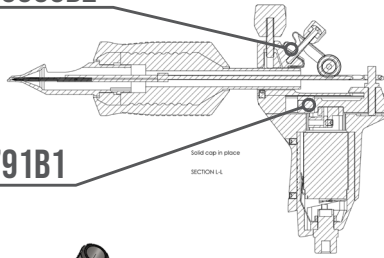
ADAMMILLER510@GMAIL.COM



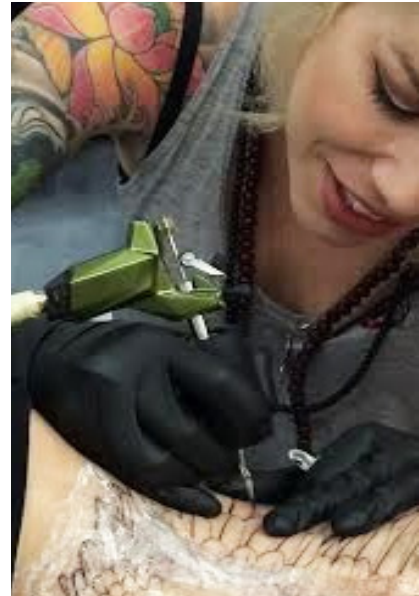
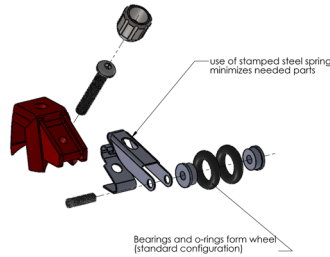
[510] 507-2794



US 9393395B2



US 9675791B1



"Toys We Love"
Holiday catalog 2022



Winner
Play Innovator of the year



Winner



Finalist