

KENNETH W.MANN

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SUMMARY

- Creative, proactive and analytical **Senior Industrial Designer And Product Manager** with 19+ years of seasoned experience in ergonomics, package development, design engineering, brand management and product marketing for a multitude of consumer and commercial goods industries
- Effective ability to apply both creative foresight and technical acumen to bring a product to market
- Demonstrates a strong capacity to collaboratively interact with intradepartmental teams, vendors and clientele in the development of multiple projects under tight deadlines with effective results
- Enthusiastic team member who revels in solving technical and abstract challenges along with generating exciting concepts
- Superior written and verbal communicator with proven time management and organizational skills
- Solid understanding of manufacturing processes for varied materials including but not limited to extrusion, stamping, spinning, bending, welding, die cutting, CNC machining and injection molding
- Extensive experience with using 3D scanning for reverse engineering and 3D printing for prototype development
- Assigned the documentation and maintenance of departmental procedures, change orders, product tests and bills of materials
- Proficiency in Solidworks (Certified), Autodesk Inventor, Luxion Keyshot, Adobe Creative Suite and Microsoft Office Suite
- United States utility patent #8931434 co-inventor

EXPERIENCE

Independent Industrial Design Consultant Design Line Consultancy

**January 2000 – Present
Port Jefferson Station, NY**

- Designed and engineered pet products and packaging for Unique Petz NY, NY
- Designed packaging for electronic products for Braha Toys, NY, NY
- Designed, engineered and built varied prototypes with patents pending for Creative Models, Hicksville, NY
- Designed pet products for North American Pet, Corona, CA
- Designed aquarium stands for Central Aquatics (Aqueon), Franklin, WI
- Designed and engineered pet products with patents pending for Blue Bengal & Blue Beagle, Inc., Taiwan
- Designed and engineered garden decorations, bird feeders and accessories for Blue Bunting, Inc., Taiwan
- Co-invented patent (#8931434) on Spill No More® bird feeder with Blue Bunting, Inc., Taiwan

Technical Sales Liaison Vision Quest Lighting, Inc.

**March 2014 - April 2015
Ronkonkoma, NY**

- Quoted on custom commercial grade and high end lighting fixtures that resulted in a 97% increase in overall quote output
- Developed initial designs and animations using Solidworks, Illustrator, Photoshop and hand sketches for prospective projects
- Spearheaded time studies of manufacturing processes that improved quoting accuracy by 22%
- Communicated with domestic and foreign vendors to procure samples and obtain costing for external services and goods
- Communicated with UL and ETL testing laboratories to initiate project development
- Created preliminary engineering drawings for light fixture components to be manufactured by vendors
- Managed and designed sell sheets for company's line of standardized commercial light fixtures
- Updated price catalog for company's line of theatrical fixtures and accessories
- Communicated with sales representatives to assure project timelines were met
- Developed new costing tool that improved quote turnaround time to prospective clients by 20%
- Researched new suppliers and service vendors for present and future projects that increased the ability to match production demand

Product Manager**November 2010 - September 2012****Central Garden and Pet, Inc. / Four Paws Pet Products Ltd. Hauppauge, NY**

- Marketed and expanded lines on a variety of product and packaging within waste management, house training, grooming tools and cat toys that filled categorical gaps and added value to existing brand lines
- Provisionals/patents pending on concepts within multiple product brands
- Researched existing patents on competitive product enhancing Central's ability to compete with competition dominance in the marketplace
- Brought innovation to the cat product line and achieved corporate recognition through their internal ideation contest
- Introduced Solidworks as a development tool to improve product quality and speed to market
- Improved existing packaging to reduce product footprint and increase margin on grooming tools
- Oversaw samples, prototypes and initial mold shots assuring products were ready for production
- Wrote and designed instructional, presentational and promotional materials for production and sales

Director of Industrial Design**June 2001 - March 2010****Tara Toy Corporation****Hauppauge, NY**

- Developed over 300 innovative products in multiple brand categories
- Designed a variety of distinctive packaging and graphics that enhanced Sales' ability to place new product at retail
- Applied methods to resolve cost saving design issues resulting in an average 3% increased profit margin
- Created mechanical drawings using CAD software decreasing turnaround times for models from several weeks to a few days by use of 3D printing instead of hand-built prototypes
- Officiated safety assurance for all products as set forth by domestic and foreign regulatory guidelines that resulted in a well-established history of product safety over 9+ years
- Guided Product Management team in regard to manufacturing processes and usage of materials, for which molding cycle times decreased, product reliability strengthened and testing outcome improved
- Analyzed product management team's profit and loss statements for maximum cost efficiency by identifying unnecessary components and operations which increased profitability
- Reported to executive management and all vendors in regard to issues which resolved tight schedules and development problems including tooling improvements and process re-evaluation
- Oversaw prototypes and initial mold shots assuring products were ready for production and testing
- Designed and built prototype models for concept evaluation that verified if products were fit for development
- Guided initial growth of electronic toys which introduced the company into a new activity and game category
- Designed trade magazine ads, PowerPoint presentations, catalogs, trade show materials and booths

Industrial Designer**June 1999 - June 2001****SDI Technologies, Inc. / KidDesigns****Rahway, NJ**

- Designed and developed role-play toys under multiple licensed brands
- Designed and developed clock radios and CD players under multiple licensed brands
- Established design process for development of animated LCD user interfaces for electronic role play toys
- Managed flow charts for all electronic toy interfaces to simplify a child's understanding of play patterns
- Built form studies and prototypes for concept evaluation and development

SKILLS

- Proficient in common design and management applications (Adobe Suite, Microsoft Office Suite, DSS Solidworks, Autodesk Inventor, HTML5, CSS3)
- Strong understanding of manufacturing processes and material usage
- Experienced prototyping artisan using a large variety of materials and equipment (3D printing and scanning, vacuum forming, resin casting, sewing, soldering, shop tools/machinery, sculpting and painting)
- Strong analytical and problem-solving abilities (flowcharting, time studying, brainstorming, SWOT and data analytics, testing and troubleshooting)
- Experienced product photographer
- Superior written and verbal abilities
- Active listener, collaborative, constructive, creative, reliable

EDUCATION

- Fashion Institute of Technology / Bachelor of Fine Arts - Industrial Design / Magna Cum Laude
- Fashion Institute of Technology / Associate in Applied Science – Illustration / Magna Cum Laude