

KREG JONES

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OBJECTIVE

To secure an industrial design leadership position that will utilize my strengths in team leadership, experience interfacing with clients, creativity, concept ideation, photo-realistic rendering, prototyping, along with project and budget management.

EXPERIENCE

OWNER | KREG JONES LLC | JAN 2005-PRESENT

Industrial Design Consulting: User research, ideation, 3D modeling, rendering, and prototyping

- Consumer products, invention development, industrial equipment, structural packaging, and toy design
- Client Products: SeaLife Dive Cameras, Steiner Binoculars, Haro Bicycles, Dorman Products, Triumph Engineering Group, Augmented Reality World Expo, and independent inventors
- Client Packaging: General Mills, Kraft Foods, Kimberly-Clark, Starbucks, Church & Dwight

PROFESSOR | DREAM CENTER - AIPH | JAN 2003-PRESENT

Majors taught: Industrial Design & Technology, Animation, Digital Film / VFX and Game Art & Design

- Sponsored projects: The Wharton School of the University of Pennsylvania, Cadbury Adams, K'NEX, Maclaren, SeaLife and Center City Philadelphia
- Create and define course syllabi for all courses taught
- Develop rubrics and surveys for the Industrial Design Department to aid in accreditation
- Research & apply best practices in the field

SENIOR DESIGNER | DESIGN CIRCLE INC | OCT 2002-JUNE 2004

Consumer product design including toys & collectibles, office supplies, medical and invention development

- Clients: Mattel, Fiskars, Danbury Mint, Corgi, Exoto, Hunt
- Design team management
- Key account management & vendor liaison
- Concept development, 3d modeling, AutoCAD, prototyping & 3d scanning

LEAD DESIGNER | K'NEX INDUSTRIES, INC / HASBRO INTL | JUNE 1997-OCT 2002

Product design and development of construction toys including K'NEX, Lincoln Logs, Kid K'NEX

- Responsible for product family development from concept to production including overall design, project timeline, and cost/budget
- Technology specialist within design team (primary interface w/ engineering team)
- Led cross-functional development teams
- Assisted with sales presentations, Toy Fair, and demos: Walmart, Toys"R"Us, Kmart, & Target

EDUCATION

MID | 2006 | UNIVERSITY OF THE ARTS

Major: Master's Industrial Design

BS | 1994 | UNIVERSITY OF THE ARTS

Major: Industrial Design

Sponsored projects: DuPont, Ericsson G.E. Mobile, Artemide, and Polaroid

MS | CANDIDATE | DREXEL- WESTPHAL COLLEGE OF MEDIA ARTS & DESIGN

Major: Digital Media

SKILLS & ABILITIES

DESIGN SKILLS

Problem-solving, concept ideation & development, presenting, materials & processes, mechanical aptitude, sketching, drafting, computer modeling, photo-realistic rendering, 3d scanning, 3d printing, model making, sculpting, painting, molding and casting

SOFTWARE

- Adobe Suite (Photoshop, After Effects, Premiere Pro, Illustrator, InDesign),
- 3d Modeling / rendering / game (3ds Max, Rhinoceros 3D, KeyShot, SolidWorks, Unity)

RECOGNITIONS & PATENTS

AWARDS

- Judge for Philadelphia University IDSA Industrial Design contest
- 2012 Creative Child Magazine Product of the Year Award (Myachi Battle Paddles)
- NPR-Corcoran Muybridge Contest, Honorary Mention, July 2010
- "Teaching Excellence Award", The Art Institute of Philadelphia, June 2010

SHOWS

- "Inventors Conference", Free Library of Philadelphia, March 2011 (Speaker)
- "Design Philadelphia", The Art Institute of Philadelphia, Oct., 2008 (Sustainable Design)
- "InDigenous", Design Within Reach and IDSA, April 15- May 6, 2007 (Sombra)

PUBLICATIONS

- Sustainable design article, Grid Magazine (Interviewed)
- "The History and Evolution of Cell Phones", Ai InSite, Oct. 2011 (Interviewed)
- Toy Fair Magazine, Cover, February 1999 (Comandabot)

PATENTS AND PATENTS PENDING

- Protective Wheelchair Push Rim Device & Protective Fender
- K'NEX Dual Power Controller
- Safeway bottle design "Mom to Mom"
- Myachi Battle Paddle