

KENDALL TOERNER

INDUSTRIAL DESIGNER

Portfolio Website

www.KendallToerner.com

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Phone

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Address

7908 Douglas Ave SE
Snoqualmie, WA

EDUCATION

University of Cincinnati 2020

BS - Industrial and Product Design

Minor - Marketing

Previous - Mechanical Engineering

REFERENCES

Jared Sartee - 604.698.8390

Engineer, Apple

Euwyn Poon - 646.943.4895

Founder, Spin Scooters

Will Ford - 734.395.8600

President, Micro

Mike Tracz - mike@balanceinc.com - 440.570.5324

Director of Design, Balance Innovation and Design

Cole Derby - cole@whipsaw.com - 650.690.5824

Director of Design, Whipsaw

Steven Ward - 216.905.4847

Director of Global Design, Moen

EXPERIENCE

Micro

Lead Industrial Designer, Head of Software Engineering - Seattle, WA

December 2020 - Current

In charge of developing the user experience, form factor, software functionality, and hardware development from the ground up for several new electric vehicle products. Among other form factors, completely new concepts for what both an e-bike and scooter can be. Direct management of manufacturing and software development teams overseas to execute our vision. Functional prototyping and testing of hardware, software, ride quality, and user experience. Development of visual brand language and design philosophy for the brand.

Stoked Inventions

Design Director - Seattle, WA

May 2019 - Current

An Industrial Design and creative consultancy led by Kendall Toerner and Alexander Ordonez. Broad industry experience with many companies, consultancies, startups, and clients, designing and inventing dozens of different products from start to finish. Our approach focuses on making intuitive products people are stoked to use, using first principles and connecting tangential ideas. We design change through inventing — creating new ideas, not rehashed ones.

Oculus VR Facebook

Industrial Designer (contract) - Seattle, WA

August 2019 - December 2019

Invented and distilled five new directions for accessories previously unconsidered by design and engineering. Rhino and NX ideation on hundreds of concepts for the future of Virtual Reality headsets and accessories. Hands on design, functional prototyping, machining, 3d printing, surface modeling. Up and running as a new user to NX in one week, with full surface and solid modeling skills.

Whipsaw

Junior Industrial Designer/Co-op - San Jose, CA

January 2019 - May 2019

Created final chosen design for four client projects over a four month period. Twelve client projects acting as full time junior designer. Client relations, concept development/generation/refinement with sketching, UI/UX storyboarding and development, SolidWorks and Rhino CAD 3D modeling, Keyshot rendering, hands on foam core mockups/physical model making. Presentation creation, oral presentations, internal team brainstorming, and final design production.

Grayl

Industrial Design Co-op - Seattle, WA

May 2018 - August 2018

Developer and inventor of new system and user experience for an advanced next generation product; led new product development, testing, and R&D.

Balance

Industrial Design Co-op - Cleveland, OH

August 2017 - December 2017

Pushed three client concepts toward production, rethinking their products from the ground up with unique mechanism problem solving. Implemented new design software and strategies for 3D printing and Rendering over just a few months. Successfully led development of an Augmented Reality app on the App Store. 3D modeling, sketching, ideation, foam core mockups, working prototypes.

Moen

Industrial Design Co-op - Cleveland, OH

January 2017 - May 2017

Invented from ground up entirely new patent pending smart faucet system; nothing similar is on the market or in development. Advanced surface modeling, with PTC Creo / Pro Engineer (ProE), sketching, rendering, product family development, market research, and collaboration with marketing and engineering. Up and running as new Creo user in two weeks, surface modeling dozens of watertight modeled concepts for rendering and engineering.

Intelligrated

Mechanical Engineering Co-op - Mason, OH

May 2013 - December 2016

Created hundreds of engineering drawings for internal, development, production, and customer service purposes. Developed advanced integrated connected IOT test systems using combination of custom hardware and software, revealing real world data for making future engineering choices and existing product modifications. Repaired and managed the team's 3D printer to maintain uptime and optimize performance with unique engineering materials. Designed, built, and tested dozens of hardware, software, and UI prototypes for embedded systems. Years of work with SolidWorks and 3D printing to create, modify, and maintain products and prototypes for R&D and CS. Travelled locally and internationally to commission customer sites.

SKILLS

3D - RENDERING - ANIMATION

SolidWorks, Creo/ProE, NX
Rhino/Grasshopper
Fusion 360, Alias, Maya
Keyshot, C4D, Houdini, Redshift, Vray
Apple ARkit (Xcode)

UI UX - GRAPHIC - VIDEO - MOTION

Adobe Illustrator, Photoshop, InDesign, Lightroom
Figma, Principle, Sketch App
Procreate, Sketchbook, Astropad
Final Cut Pro X, Adobe Premiere
Motion, After Effects

SOFTWARE DEVELOPMENT

iOS App Development
Internet of Things Networking
Xcode, Visual Studio, Arduino, Processing IDE, Matlab
Swift, C#, Objective-C, C++, VB, Python
Java, Javascript, HTML, CSS, PHP, ActionScript

ELECTRONICS PROTOTYPING

Soldering, prototyping, programming, repair, PCB design
Arduino, Raspberry Pi, Microcontroller Development

OTHER

Collaborative design
Rapid 3D modeling ideation
Analog Sketching/Rendering, Woodworking, Metalworking
Photography, Aerial Videography. FAA Remote Pilot License

EXTRACURRICULAR

PATENTS

Listed as inventor on five pending patents, products heading toward production. More patents in progress.

RED DOT: BEST OF THE BEST

Design award for Xenon Ultraportable Drone

UC HYPERLOOP DESIGN TEAM

SpaceX Hyperloop design competition headed by Elon Musk. Designing the future of transportation. Our team finished as a finalist in the top 22 teams internationally. Helped with design, rendering, animation, and graphic content

SPEECH PATHOLOGIST COMMUNICATION APP

Developed an individualized app for Speech Pathologists to help people with speech and language impairments

UC ROWING TEAM

Rowed as the lead pace seat in the boat. Earned gold in the Head of the Hidden Dragon Regatta

COMMUNITY SERVICE

Over 100 hours of community service helping at places including Stepping Stones and Matthew 25: Ministries.