

Michael Davis

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Dear recruiter;

**1) Accomplishments Summary**

- a) Pre graduate: 1976-1977, Hubble Telescope Concept Exhibit for Congress- Pre-graduate.
- b) John Fluke Manufacturing, 1977-1980, Desktop Instruments (8420 and 8405 DMM), first low profile (5 ¾ in high) Touch Screen 32 Bit bubble memory instrument controller with first low profile keyboard (1720 A),
- c) Bausch & Lomb Applied Research Laboratories, 1980-1983, managed and performed the industrial design and mechanical enclosure design for product lines in Woburn Mass (X-Ray Diffraction lines), Ecublens, Switzerland (Sequential X-Ray quantometer, Diffraction and Automated Sampling Systems), Ottawa, Canada (Electron Microscope control panel development), Luton, England, (ICP hydride generator), Sunland, California, (one meter ICP spectrometer 3510, FT spectrometer concepts, international coordination of product components, identity, colors, logos, unified management. Managed design in all mentioned locations, direct hires, and contract resources.
- d) M. Davis & Associates, 1983-1987, consulting company owned by Michael Davis, consumer, commercial, industrial and scientific product design and development, seven employees.
- e) Harris, Dracon Division, 1987-1990, engineering manager (engineering, design, engineering, direct lead, new product development, five employees in my group).
- f) Plantronics Corporation, 1990-1993, Senior Industrial Design, with utility and design patents, tristar and concha headsets, cordless concepts, amplifier concepts, advanced focus study development for marketing. Program Manager for advanced human factors study, the human ear.
- g) Headstuf Product Development, 1993-1998, various speculative projects, consumer and commercial, Bioject self injection pneumatic bioinjector industrial design contract, multiple other projects.
- h) Desa-Heath Zenith lighting, 1998-1999, multiple consumer injection molded lighting and security projects for Lowes, Home Depot, wireless door chime projects, motion lights, security lighting, porch lighting.
- i) Headstuf Product Development, 2000-2004, various contractual and speculative projects, consumer, commercial projects.
- j) Presenter, SolidWorks World Conferences, 2000, New Orleans, 2001, Orlando and Boston Mass, 2004 on topics of advanced integration of industrial design and engineering, rapid design processes using SolidWorks.
- k) Moldex-Metric Inc., 2004-2005 Product Design Engineer, Program Manager, medical products for face protection, ear protection, safety products, new concept development, ISO, NIOSH certification management, teaching SolidWorks to engineers, development of specialized face protection.
- l) Headstuf Product Development, 2005-2007, speculative product development.
- m) Martinez & Turek, 2007-2008, Large transport products, control systems, hydraulic specification,
- n) Headstuf Product Development, 2008-present, speculative product development, developing business plans and product prototypes for 10 product areas.

**2) Evolution of Professional Development:**

- a) The long career described above has entailed the transition from staff industrial designer to mechanical designer, to design manager, to engineering manager, to program manager and inventor.
- b) The road has been one of learning to apply my primary skills in problem solving to all areas of corporate management and product development,

**3) The Industrial Design Talent:**

- a) Expert in surface and form development using SolidWorks.
- b) Problem Solver skills are expansive and can be applied to any level of corporate management.
- c) Divergent thinker is the part of the industrial design training capable of finding the expansive opportunities that can propel a corporation into the future.
- d) Innovator is the part of my skill set that drives everything I do.
- e) Generalist skill-sets gives me the ability to think on my feet within the confines of very specialized arenas while pushing the envelope forward toward an expansion of product development processes.

**4) The Engineering Talent:**

- a) Strong project management skills in implementing products for market on behalf of employer or clients; direct and indirect resource management skills.
- b) Finding the path to detailed development I have learned to use the advanced CAD engineering and modeling tools available today, able to personally build the designs needed.
- c) Convergent thinker is part of the skill set that delivers every detail necessary to build complex systems and products.

**5) The Quality Development Talent:**

- a) Development through quality improvement mechanisms such as QFD, TQM, DFM etc., are acquired skills in the statistical and quality areas that I understand well enough to manage and implement myself where necessary.
  - b) Focusing the pyramid of quality, in other words, from the large pool of rough design input to the much focused pinpoint finished product.
- 6) **The Natural Disruptive Technologist** is the basis for corporate success after its people. Disruptive technology product design is the fastest and strongest way to maintaining long term survival in a changing technical environment.
- 7) The Managerial Talent. **Management is about people first.** Helping employees find the best that they are in the best place they can be is the toughest and most important skill I have acquired over the last thirty two years.
- 8) **The Plan for the Future.** In other words, Vision—in design, interaction and product development.