

Contact

Phone **415-685-7305**

E-mail lylelgdesign@gmail.com

Address 2310 Bryant St. San Francisco, CA 94110

Education

2013 Academy of Art University San Francisco, CA Industrial Design Bachelor of Fine Arts

Awards

2017

Gotta Be Mobile's CES Excellence Award Henge Docks Stone Tethered Dock

Patents

Issued Apr 18, 2023 Child Resistant Airtight Lid 11,628,988

Issued May 8, 2018 Retention System for an Electronic Device US 9967988

Lyle Livingston Guanzon

Industrial Designer www.llgid.com

Experience

5/2023 - 6/2023

Hatch Duo, Sunnyvale, CA Contract Senior Industrial Designer

Developed concepts from pen & paper sketches to high-fidelity CAD renders for a single client project. Informed by current market trends, key demographic personas, brand identity, and client's requests. Solidworks, Keyshot, Adobe, Miro Collaboration

9/2021 - 2/2023

Skillz Inc, San Francisco, CA

Senior Industrial Designer, Hardware R&D

My role was to lead the industrial design effort for multiple mobile gaming accessories aimed at growing Skillz's platform and engaging new and existing customers. Developed concepts from sketches to prototypes, through manufacturing. Conducted user and game research, led a small team on CMF selection, designed structural and visual packaging in accordance with the brand identity team, and supported the software and UX teams with wireframes for a custom Android tablet launcher.

Fusion 360, OnShape, Keyshot, Ultimaker 3D printing, Figma, Adobe, Google Workspace

Uneka Concepts / 14th Round, Pleasanton, CA / Los Angeles, CA Senior Industrial Designer - Structural Packaging

Uneka is an award-winning packaging design and manufacturing agency. My role was to lead the design and manufacturing for a wide variety of premium client projects. My work in child-resistant packaging solutions led to patented IP and strong relationships in the cannabis industry, which led to Uneka being acquired by 14th Round, a leader in cannabis design and manufacturing.

Solidworks, Keyshot, Adobe, ArtiosCAD, Kongsberg, Drawing Revision Control

5/2017 - 9/2017

Sensel, Mountain View, CA

Freelance Industrial Designer

My role was to develop hardware accessories for Sensel's interactive touch technology. In true startup fashion, I also supported the UX team on the visual redesign of the Sensel app, developed the structural and print packaging, as well as contributed to the Sensel Morph product photography. *Solidworks, Keyshot, Adobe*

11/2015 - 4/2017

 \bigcirc

Henge Docks, San Francisco, CA Industrial Designer

My role was to develop Apple docking solutions from concept through manufacturing. I also produced high-fidelity renders and animations for use on web, print and tradeshow collateral. Solidworks, Keyshot, Adobe, Drawing Revision Control, Wood and Metal Shop

4/2015 - 11/2015

Techshop, San Francisco, CA Design Consultant

Wood and metal shop maintenance, 3D printing and laser cutting technician. *Cura, VCarve Pro, Cut3D, AutoCAD, Adobe*

) 4/2013 - 7/2013

Smart Design, San Francisco, CA Intern, Industrial Design Assisted teams on client-based projects through research, concept development, user scenarios and final CAD deliverables. Rhinoceros 3D, Solidworks, Keyshot, Adobe, Wood and Metal Shop