

JOEL MILLER

Industrial Designer

A skilled & versatile, multi-disciplinary designer with 25 years of experience designing consumer products, specialized tools, lighting, signage, commercial equipment, and more. Comfortable in both the "fuzzy front end" and the product development trenches, I leverage a diverse set of skills and interests to imagine and execute big ideas and small details. I believe in the power of prototyping to reveal insights, and in the integration of design, engineering, and business to solve problems. I embrace new tools and processes to advance and communicate ideas, leveraging technology to push what is possible.

EXPERIENCE

Bose Corporation

Industrial Designer/Strategist May 2022 - Present

Working within a cross-functional front-end team that reports to the VP of Research, I synthesize business factors, emerging technology, and the CEO's long-range vision into next-generation product and technology concepts. I continuously push the company and our technology to the next level to remain competitive, and present progress regularly to the senior leadership. I **initiated a new wearable project and developed a new form factor that became Bose Ultra Open Earbuds, released February 2024.**

Advance Development ID Lead Nov 2010 - May 2022

I worked alongside the engineering Research organization to ideate and develop new product concepts, technologies, and processes to feed and support the product development process. I introduced new software and prototyping tools to the ID studio (eg Grasshopper, RP tools).

Industrial Design Lead Jan 2008 - Nov 2010

Lead Industrial Designer on Home Entertainment development projects. Starting with a Product Definition, I ideated on ID solutions and developed a complete product as part of a large cross-functional team of engineers and business leaders. I followed the process all the way to manufacturing, including documenting cosmetics and color.

Joel Miller Industrial Design

Principal Jan 2005 - Jan 2008

Industrial design and product development consulting to a broad range of clients and industries, from portable consumer electronics, to athletic equipment, to kinetic store displays. Maintained an office in Astoria, NY and a shop in northern NJ to provide design, development, and prototyping.

Index Industrial Design and Development Inc.

Senior Industrial Designer Jan 1999 - Dec 2004

Full service industrial design and development of consumer and industrial products, from concept ideation to production databases.

EDUCATION

Pratt Institute

BID, Industrial Design with honors
1996 - 1999

Arizona State University

1992 - 1995

ACHIEVEMENTS

Good Design Award, Best in Class

Red Dot Design Award

IF Design Award

IDSA Merit Award, Pratt Institute 1999

10 utility patents, 15 design patents

SKILLS

Industrial Design ideation & strategy - sketching, brainstorming facilitation, rapid 2D and 3D digital mockups, with a focus on human interactions & usability

Concept Development using a variety of parametric and mesh-based CAD tools and 2D and 3D visualization software

Hardware Prototyping at all levels, using additive and subtractive manufacturing, RTV casting, microcontrollers and embedded electronic prototyping, hand fabrication, and welding

Experience Prototyping using game engines for VR development, with hardware integration for augmented reality

Design Engineering, including design for manufacturing for high and low volume processes