

HARRY LEES

Industrial Designer

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SUMMARY

I am a multi-faceted senior designer with over 8 years' experience at top tier consultancies both in Australia and the United States. A leader and forward-thinking designer with experience in Industrial Design, Product Design, User Experience, and Project Management as well as experience with design for manufacture and UI/UX for software based customer experiences. I have been a key member of design teams for a wide range of products spanning industries including furniture, mining, appliances, consumer electronics and future technologies.

EXPERIENCE

Design Director

Skybuds (Alpha Audiotronics)

11/2016 - 11/2017 New York

Skybuds were one of the first truly wireless earbuds in market (hearables)

- Led product design and development for one of the first to market truly wireless earbuds that changed the way customers experienced audio while on the go
 - Utilized market and user research with a focus on ergonomics and customer experience to drive design direction for execution through conceptual development via sketching, 2D and 3D design
 - Owned full design for manufacture CAD for both the earbud and charging case design with considerations for microphone placement, PCB design, and antenna placement to ensure optimal performance
 - Partnered with marketing, engineering, customer support, and app development teams to ensure a seamless experience was met across all aspects of the product including UI/UX and app interface
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Lead Designer/Design Manager

ECCO Design

05/2014 - 11/2016 New York

ECCO Design is a product and experience innovation consultancy

- Owned multiple projects simultaneously as the lead designer focusing on research strategy, concept development, and refinement through technical design for manufacture for all clients including industry leading brands: Magic Leap, LG, Panasonic, Haier, Herman Miller, Kala Sleep, Meural, and Skybuds
 - Led client meetings including new business pitches, initial project kick-offs, and final design presentations
 - Gained experience working across multiple product verticals including top consumer electronics companies to new VR/AR experiences and future technology
 - Promoted from junior designer to a lead designer (2 levels in promotion) within 18 months
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Industrial Designer

Tiller Design

07/2011 - 05/2014 Sydney, Australia

Industrial design consultancy specializing in product design, development and strategy

- Key member of the design team tasked with conceptual development and market research for clients across various verticals including consumer electronics, furniture, mining, paintball, and plumbing industries
 - Developed products for manufacture utilizing injection molding, die casting, extrusion and small batch machining
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EXPERIENCE

Industrial Designer

Server Racks Australia

📅 01/2010 - 06/2011 📍 Canberra, Australia

Large sheet-metal company delivering innovative new products

- Conducted an in-house research study on the efficiency and comfort of the workshop employees resulting in a redesign of workstations and work flows to increase comfort and productivity
 - Designed a new range of accessories focusing on cooling and cable management within server racks
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ACHIEVEMENTS



Good Design Award - 2016

No-Rock Tables - Winner of Australian Good Design Awards



Good Design Award - 2013

Hive security camera (now named Homeboy) - Australian Good Design Awards



Good Design Finalist - 2016

Ecoul UltraFLEX - Australian Good Design Awards



Good Design Selection - 2015

Ampcontrol VoiceCom Telephone - Australian Good Design Awards



Spark Design Finalist - 2015

Skybuds (hearables) - Spark Design Awards

SKILLS

Sketching



PTC CREO (Pro engineer)



Solidworks



Adobe Creative Suit (PS, AI, ID, XD)



Keyshot



EDUCATION

BA, Industrial Design

University of Canberra

📅 2010 📍 Canberra, Australia
