



# Jeremy Burgess

## Industrial Designer

San Jose, CA  
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### Skills

- Design leadership
- Design Thinking
- Consumer driven research
- Sketch exploration
- Prototyping
- Class A surfacing
- 3D Visualization
- Design for manufacturing
- Extensive material knowledge
- Creative problem solving
- Story telling
- Verbal/written presentation
- Endless curiosity

### Software

- Photoshop
- Illustrator
- Alias Studio Tools
- Rhino
- Fusion 360
- Solidworks
- Siemens NX
- Keyshot
- Blender
- Grasshopper
- Adobe CC
- Power Point
- Google Slides

### Education

Art Center College of Design, April 2009  
**Bachelor of Science, Transportation Design**

### Experience

Neato Robotics, San Jose, CA  
**Sr. Lead Industrial Designer, August 2021-Present**

In my current role as the first and only industrial designer at Neato, I have played a crucial role in the company's transition from relying on outside design agencies to building an internal Industrial Design capability that seamlessly integrates with the company's product development cycle. My responsibilities include being actively engaged in every level of product development, from conceptualization to final execution, as well as collaborating with the UX team on user research. I work closely with the hardware team to help envision bold futures for the company's products, all while ensuring that these ideas are grounded in consumer insights and trend forecasts. Through my efforts, Neato has been able to develop a strong in-house industrial design capability that is closely aligned with the company's overall product development strategy.

Astro Gaming, SF, CA  
**Director, Industrial Design, March 2012-August 2021**

In my previous role, I led a multidisciplinary group of designers, with a focus on maximizing human gaming potential through a strong design process. As a leader, I was responsible for driving the early framing and vision phases of the design process, collaborating closely with all departments to build compelling user experiences. I have a deep understanding of all phases of product development, from concept exploration through to manufacturing excellence. My expertise in this area has been demonstrated through my ability to achieve award-winning designs that meet cost targets. I am confident in my ability to lead design teams, and to drive projects from concept to completion while ensuring that the user experience is always at the forefront. Through my leadership, my team delivered high-quality designs that met the needs of both the users and the business.

Tandem Product Design, Irvine, CA  
**Industrial Designer, February 2010-December 2011**

At Tandem, I worked with a range of clients including industry leaders such as HP, Vizio, Polk Audio, Fugoo, and InFocus. I was responsible for leading the early vision phases of projects, developing compelling designs from conceptual sketches to manufacturable products. I have experience in communicating with engineering teams based in China to ensure the design intent was maintained and to solve any manufacturing problems that arose. I also regularly interacted with clients to present all phases of the design process, and to ensure that their needs and vision were being met throughout the project. My ability to effectively communicate and collaborate with cross-functional teams, including engineering and clients, has been a key factor in my success in delivering high-quality products that meet the needs of users and the business.

### Interests

My two kids, road biking, PC gaming, automotive photography, sim racing, and experiencing other cultures.