

Andrew D. MORGAN

INDUSTRIAL DESIGNER

EDUCATION

WENTWORTH INSTITUTE OF TECHNOLOGY

Bachelors Degree in Industrial Design
2012

CONTACT

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SOFTWARE



SOLIDWORKS



ADOBE CREATIVE SUITE



KEYSHOT



RHINO



BLENDER



FUSION 360

PATENTS

ADJUSTABLE MOUSE
US10664067B2

ADJUSTABLE MOUSE
US20190056805A1

ADJUSTABLE COMPUTER MOUSE
USD834576S1

KEYBOARD
USD794023S1

AWARDS

RED DOT 2018
UNIMOUSE

IDA DESIGN AWARD 2018
BRONZE WINNER
UNIMOUSE

EUROPEAN PRODUCT DESIGN AWARDS
2019
GOLD WINNER
UNIMOUSE

VISIT MY PORTFOLIO AT



BACKGROUND

In my career as an industrial designer I've been fortunate to experience a wide range of design disciplines. As a student at Wentworth Institute of Technology I participated in co-ops where I learned about fabrication, prototyping, toy design, packaging, accessibility, and user interface design. Since then I've worked at Contour Design as both an entry level designer working on accessories and phone cases and have since been elevated to Head of Design, directing and developing ergonomic mice and keyboards.

As Head of Industrial Design at Contour, I've overseen all our major product launches since 2014, including our first ever ergonomic keyboard, the total revamping of our legacy product line, and the design of our award winning adjustable mouse, the Unimouse.

Outside of my professional career, I also enjoy Illustration, Improv Comedy, and run a small side business creating Resin Art.

EXPERIENCE

CONTOUR DESIGN

HEAD OF DESIGN

(Ergonomic Products) • June 2016 - Present

- Direct development of new products throughout research, ideation, prototyping, user testing, marketing, and manufacturing.

- Communicate regularly with CEO and Owner to build product strategies for expanding our customer base and growing the Contour Brand.

- Work closely with executives and experts within the ergonomic community to gather crucial user feedback and craft product focused on quality, comfort, and usability.

- Coordinate with engineering and manufacturing teams in China regarding new technologies, process improvements, and design alterations as well as managing tooling schedules and launch criteria.

- Conduct regular internal discussions with offices in Scandinavia and the United Kingdom to maintain brand standards and the needs of international markets.

- Overseeing the organization of Mechanical and Design Patents since 2017, including claims reviews, creating figure drawings, and patent filing.

- Successfully facilitated the design, testing, and launch of the Unimouse resulting in three design awards including a Red Dot Award in 2018.

- Assisted founder in the conceptual creation of new start-up companies in the fields of gaming, apps, and re-sealable containers.

- Worked closely with foreign partner companies including Cherry and Vidamic to create custom OEM Products.

INDUSTRIAL DESIGNER

(Ergonomic Products) • July 2014 - June 2016

- Elevated and oversaw the development of previously tabled projects including the Balance Keyboard and Contour RollerMouse Gen 3 designs.

- Studied Ergonomic principles with our in-house ergonomist in order to better understand the needs of our customer base.

- Improved in-house prototyping infrastructure through the purchase of a commercial use 3D Printer. Continue to oversee all related servicing, maintenance, and day-to-day usage.

- Successfully launched the Balance Keyboard, RollerMouse Gen 3 products, and Wireless Contour Mouse.

JUNIOR INDUSTRIAL DESIGNER

(Phone Cases + Mobile Accessories) • Sept. 2012 - June 2014

- Developed concepts of mobile device accessories including phone cases, tablet cases, rechargeable battery packs, and wireless docking stations for marketing proposals.

- Collaborated with companies including Kate Spade, Juicy Couture, Lucky Brand, Tumi, Duracell, and Google to design custom branded OEM Products.

- Applied skills in 3D Modeling and Graphic Design to create photorealistic product renderings for top level marketing presentations.