

JONATHAN JOWERS

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Brainstorming
Creative Problem Solving
User-Centered Design
Design Research
Prototyping
Fabrication
Model Making
Sketching
Woodworking
Plastics
Metal
Illustrator
Photoshop
Indesign
After Effects
Dreamweaver
Ethnography
Medical Device
Consumer Product
Action Sports
Alias
AutoCAD
Cobalt 3D
AlphaCAM
Mac OS
Windows OS
MS Office
SolidWorks
ADA
Universal Design
Assistive Technology

**DESIGN THINKING,
DESIGN DOING.**

Through 6+ years of multi-disciplinary design and research experience in various academic, hospital, and business units, and a hands-on user-centered approach, I know what it takes to ask the right questions to get to the hidden answers. By applying a Design Thinking methodology, from conceptual clarity, through iteration, to execution, I look forward to creating novel solutions to complex problems. I am a very mechanically inclined and detail-oriented industrial designer who loves being in the shop, enjoys collaborating with others, and craves tinkering and building. I am a problem-solver at heart, and passionate about innovation.

Master of Science INDUSTRIAL DESIGN

Georgia Institute of Technology, Atlanta GA, May 2009

Bachelor of Science INDUSTRIAL DESIGN

Georgia Institute of Technology, Atlanta GA, May 2004

Senior Project Coordinator PRIDE MOBILITY PRODUCTS

Exeter PA, September 2009 – Present

- Managed multiple facets of large scale engineering product development from research and design, through tooling and manufacturing, to product launch.
- Developed rehabilitation seating systems with concern for user-experience, insurance funding and reimbursement, and manufacturing capability.
- Responsible for quality assurance and understanding of production capacities of Asian and domestic manufacturers.

Freelance Designer VARIOUS

Atlanta GA, May 2004 – present

- Designed and fabricated a kiosk stand for Schwinn Bicycles to demonstrate suspension articulation of a new bicycle frame for Interbike 2004.
- Collaborated for packaging design and product details for an audio company startup.
- Prototyped and fabricated interactive display hardware utilizing Nintendo Wii technology for The Millenium Gate and Museum.

Research Technician/ Machine Shop Manager CATEA

Atlanta GA, November 2004 – July 2009

- Managed prototyping lab catering to researchers/clinicians/students with varied backgrounds and abilities, from design and engineering, to fabrication and production.
- Designed and built numerous assistive-technology related devices for durable medical equipment, rehabilitation and clinical environments.
- Responsible for all fabrication in areas of mobility and workplace accommodations, funded by research grants from the National Institute on Disability and Rehabilitation Research, the National Institute of Health, and Veterans Affairs.
- Developed multiple mechanical and electronic medical devices, with an interdisciplinary team of engineers/designers/clinicians, that are in final stages of licensing agreements.

Intern/ Machinist/ Fabricator WELBORNHENSON

Atlanta GA, April 2004 – June 2004

- Designed and built custom contemporary residential, commercial, and architectural furniture pieces, in metal, wood, and glass.
- Created shop drawings and cut lists for both panel and solid materials.
- Machined materials to exacting tolerances for assembly in cell-oriented production line.

Research Assistant ADVANCED WOOD PRODUCTS LAB

Atlanta GA, June 2003 – May 2004

- Experimented with both traditional and concept techniques for producing one-off furniture.
- Aided in design and production of new furniture concepts for architecture studios.
- Demonstrated different uses of CNC routers and other machinery for clients of SCM Italy.
- Assisted in instruction of several furniture design studios, with focus on craft, technique, concept, and experimentation.

Assistant Shop Master MODEL SHOP, COLLEGE OF ARCHITECTURE

Atlanta GA, July 2001 – May 2003

- Instructed and supervised approximately 400 students on safe and proper use of shop machinery and hand tools.
- Maintained and repaired machinery and facilities.

Intern/ Model Maker COPELAND ENTERPRISES

Tucker GA, May 2002 – August 2002

- Created appearance and prototype models for: Coca-Cola, Phillips, Charbroil, Cuisinart, Radiant Systems, Big Design, Sundberg-Ferar, Kids II, Slingshot.

RESNA student design competition, 2009, top five finalist, member 2009 – present

IWF Design Emphasis furniture competition, 2004, finalist

IDSA, student member 2000 – 2009

GT Cycling, SECCC mountain biking 2001 – 2004, faculty advisor 2004 – 2009

NASTAR, nationally ranked Snowboard racer, 2010