

MIKELE SCHNITMAN | Product Creation

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SKILLS

- **Product R&D:** Concepts, visualization, 3D modeling, prototyping and innovations.
- **Project management:** Monday.com, Notion, Clickup, Wrike, Linear, Excel, Gantt chart tools.
- **Rapid Prototyping:** MJF, SLA, DLS, FDM printing experience from concepts to production-ready tooling.
- **Fabrication:** Sculpting, wood lathe, metal lathe, welding, brazing, 3axis mill, vacuum forming, rapid prototyping, molding, casting, wood, metal, ceramics, plastics & polymers.
- **3D CAD+Ai:** Solidworks, Class-A Surfacing, Rhino+GH, Keyshot, Vizcom, Claude, Krea, Zbrush, V-Ray, Sketchup, FEA, Alias and more.
- **Graphics:** Technical drawings, Photoshop, Illustrator, Substance, Autodesk, Adobe suite and more.
- **Sound Design & interactive Programs:** CuBase, Emu, Acid, Cakewalk, Ableton Live, Max6/Msp, Arduino.

Patents:

Published 2023/0380541 A1 // FOOTWEAR ASSEMBLY WITH 3-D PRINTED SOLE ASSEMBLY.

Published 2024/783 A1 // FOOTWEAR ASSEMBLY WITH 3-D PRINTED ASSEMBLY.

(+2 more pending publication)

PROFESSIONAL EXPERIENCE

HILOS Portland, OR Hilos.Studio **2022 - Current Employer, Distinguished 3D Engineer, 3D CAD lead.**

3D printing shoes for on-demand manufacturing, working with multiple shoe brands and innovation projects,

In 2026 I'm also doing Ai software development, UX/UI. (Ganni, Pangaia, Alexander Wang, Keen, UnderArmour, Dolce vita, Ralph Lauren, and more...)

- Shoes/Tooling 3D Design, modeling, Rendering, Engineering, Technical drawings.
- Multiple project management from concept to production.
- Production 3D printing of models, in-house printers, and outsourced printing, processing, and management.
- A couple of registered patents focused on a unique mechanical assembly method.

AXIOM Portland, OR axiomcustom.com 2016-21, **Industrial Designer and Production Manager**

Design and build flagship retail/office/restaurant/hotels/Public.

Clients: Nike, Adidas, Facebook, Google, CB2, and more.

- 3D modeling, Rendering, Engineering, and technical production drawings.
- Production R&D, Interactive Art Design builds
- Production management, Client management, managing assembly, builds, and finish.

NUVO GROUP [linkedin.com/company/nuvo-group](https://www.linkedin.com/company/nuvo-group) **Industrial Designer** (Company sold 2017). Company developed wearable, sensor-based technologies for pregnancy and childcare. 2009-2011 (Full time) + 2013-2014 (part time)

Industrial Designer (Business no longer active, images of product <https://mikele-schnitman.com/groovio-by-nuvo>)

- Developed the Ritmo prenatal wearable audio system, which had global sales of over 10K units.
- Researched and developed concepts and models of the company's new early childhood audio toy.
- Produced 3D graphic simulations of new product features.
- Engineered injection molds in 3D CAD and vacuum-forming technology.
- Managed manufacturing contractors in China.
- Designed the company's online branding and website.

SITWORKS Portland, OR siteworksportland.com May-Jun 2014 **Industrial Designer Intern**

- 3D CAD and Furniture design

PLYWERK Portland, OR plywerk.com Dec-Jan 2014 **Design & Craftsman**

- Crafting and production of Plywerk products

Chernichovsky Custom Bicycles 2012-2013, Worked on custom-made brazed TIG-welded and powder-coated bicycles. (Prior to that, many years of custom bicycle assemblies and designs as a hobby)

MEHUGA STUDIO DESIGN 2012-2013 2012-2013 Industrial Designer

- Innovative rear-steering and leaning Electric tricycle for handicapped people.
- Multiple design & innovation projects in bicycles, toys, medical tools.
- Designed and hand-built the group's creative studio space in a 90-year-old warehouse.

EDUCATION

MFA, APPLIED CRAFT & DESIGN Portland, OR **Oregon College of Arts and Crafts (OCAC) and Pacific Northwest College of Arts (PNCA)** 2013-2015 • Capstone work: "Contemplation Tools" art installations of a meditative sense for perception focus. • Researched multidisciplinary interactive social design and tactile materials.

- Class project sold at Portland's Museum of Contemporary Craft: LOOP: A digital timepiece embedded in a local myrtle wood inspired by Portland's art and nature.

BFA in Industrial & Product Design, Bezalel Academy of Art and Design 2005-2009 • Won first prize for designing new architecture and installation concepts at Jaffa port. Represented Bezalel Academy at the 2009 Fiera Biennale Milano, Italy.

Sonology (Sound Technology), The Hague, Netherlands

The Royal Conservatoire Dutch: Koninklijk Conservatorium 2002-2003

- Digital and analog Sound design and modern composition Studies.

PUBLIC ART

'MIGRATIONS'

Mikele/Team 2023-2025 [link](#)

A sound and light interactive sculpture.

40ft wide, 20ft tall, bird sculpture + Audio work sharing stories.

'AASB2.1'

Mikele/Axiom 2018-2022 [link](#)

A sound and light interactive sculpture.

By wearing the headphones and tilting your head, begin the immersive experience within.

'MOMENT'

Mikele/ Axiom 2017-2023 [link](#)

A light and tactile interactive sculpture.

Sit and place your index finger in the indentation indicated to begin a meditation experience of sensation guided by your heart.

'CHROMADOME'

Axiom Team 2017, for Portland Winter Light Festival. [link](#)

A sound and light interactive sculpture.

A 13-foot light and sound geodome with 24 perimeter interactive sensors that transform the sound and light.

'STAR'

Axiom Team 2017, for PICA Gala 2016 [link](#)

A 15-foot light effects geodome that transforms any space into an out-of-this-world horizon.

'ROKS'

Mikele

2009 Fiera Biennale, Milano Italy. Project 'ROKS'

A social musical interaction statue installation. A public jukebox designed as a river rock with sensors around it. Same as how the river flow shapes a rock. People passing by ROKS transform its mood and musical output, forming a community-created musical orchestration interaction.

