



Colin Zannoni

Industrial Design, Product Development, Engineering, Invention

Asheville, NC 28806

(609) 947-0082 - ColinZdesign@gmail.com

PERSONAL SUMMARY

Established design professional with 15+ years of design experience in a diverse range of industries. Constantly mastering new applications, software and specialized design techniques. Embracing creative challenges and opportunities both personally and professionally.

ACADEMIC

Art Institute of Philadelphia, Pennsylvania

Bachelor of Applied Science, Industrial Design – March 2013

GPA 3.85/4.00

Mercer County Community College, New Jersey

Associate of Science, Computer Science – Jan. 2008

GPA 3.65/4.00

KEY ACHIEVEMENTS

- Outstanding Achievement Award 2013 - Art Institute of Philadelphia
- 3 Best of Class Awards: Human Factors, Product Design, Typography
- 2012 Philadelphia Center City District - PAWS Creative Art Exhibit

AREAS OF EXPERTISE

Industrial Design, Product Development, Engineering, Invention.

SKILLS

- Industrial and product designer with over a decade of experience creating innovative, market-ready consumer products across toys, outdoor gear, and lifestyle categories. Expert in 3D modeling, prototyping, and cross-functional collaboration, with a proven record of designing products that balance creativity, performance, and manufacturability. Experienced working directly with global licensors, engineering teams, and factories to bring engaging, user-centered products from concept to production.

WORK HISTORY

• Senior Product Designer - (Industrial Design), IDEAL LLC, Asheville, NC

Oct. 2024 – Present

<http://www.Ulilife.com/> (Under Construction - Launching Spring 2026)

- Lead a complete rebrand of ULI, developed an entire revolutionary line of outdoor lifestyle products.

- Transform ideas into actionable designs, resulting in a groundbreaking new product line.
- Design cast aluminum, plastic injection molded & Flexible TPU parts for manufacturing.
- Produce precise CAD drawings, comprehensive tech packs, and 3D manufacturing models.
- Develop new materials, manufacturing methodologies, processes and strategies.

• Senior Design & Development Specialist - (Industrial Design), Surf 9 LLC, Bonita Springs, FL

Apr. 2022 – Oct. 2024

<http://www.Surf9.com/>

Drive new development for licensed watersports, wintersports, and outdoor product.

- Created detailed dimensional CAD drawings, Tech packs, 3D models for various consumer products.
- Managed manufacturing partners and developed new partnerships with factories globally.
- Produced creative cost effective product designs for high volume manufacturing.

• Product Development Engineer, FC Inc., Philadelphia, PA

Aug. 2021 – Mar. 2022

<http://www.fcinc.org/>

Develop products, experiences, and event spaces for various commercial and retail companies.

- Designed event and retail spaces with focus on industrial design, technical drawings, and manufacturing.
- Recognized for being the “idea person” with an eye for form and function utilizing strong conceptual design, CAD modeling and 3D rendering abilities.
- Possesses ability to spot trends and convert those ideas into new product concepts.

• Toy Inventor & Product Engineer, JMP Creative Inc., Irvine, CA

Nov. 2018 – Aug. 2021

<http://www.jmpcreative.com/>

Invent toys & develop games for various industry leading toy and entertainment companies.

- Designed and engineered 50+ toys/games from concept to fully functional prototype.
- Integrated CAD and the latest 3D printing technology to generate product parts/mechanisms.
- Efficiently managed the development of various projects throughout the entire design process successfully completing short and long-term goals.
- Utilized expertise of materials knowledge and manufacturing methods to achieve a streamlined product development process.
- Coordinated with various vendors, locally and globally, to obtain product samples/parts.

• Product Design Engineer, Ellison Educational Equipment, Lake Forest, CA

Jan. 2016 – Nov. 2018

<http://www.ellison.com/>

Design for high-volume manufacturing of plastic/polymer parts, hand tools, and metal components.

- Developed and engineered 15+ original, products and mechanisms in adherence with EllisonS brand standards.

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SOFTWARE (MAC+PC)

- Adobe Suite
- MS Suite
- SolidWorks
- Rhino
- Matrix
- Keyshot
- Magics
- RhinoCAM
- AutoCAD
- Blender
- 3DSMax
- Midjourney



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WORK HISTORY

(CONTINUED)

- Incorporated feedback from multiple departments to optimize the product and meet stakeholders expectations.
 - Identified, analyzed and solved complex product design, engineering, prototyping and manufacturing obstacles to meet established project goals and deadlines.
 - Created manufacturing drawings and related documentation with advanced knowledge of geometric dimensioning and tolerancing.
 - Collaborated with the executive team to solve technical problems and identify design and manufacturing cost improvement opportunities with new and existing products.
 - Explored design alternatives, tested theories and confirmed performance prior to manufacturing and final production.
 - Worked directly with contract vendors, in-house production staff in China and internal QA teams to ensure that finished product quality and specifications were achieved and maintained.
 - Trained, managed, and mentored 2 new team members.
- **Product Development Specialist**, Ellison Educational Equipment, Lake Forest, CA
Sept. 2015 – Jan. 2016 <http://www.ellison.com/>
Designed tools, parts, and accessories for the education and craft industries.
 - Generated 5+ new product concepts and managed the process from conception to production.
 - Managed project timelines and resources and provided vendors with detailed manufacturing documentation.
 - Developed and initiated workflows and processes to improve efficiency and reduce cost.
- **Product Development Consultant**, 24/7 Prototyping LLC
June 2015 – Dec. 2015 <http://www.247prototyping.com/>
Provide customized project management and product design consulting services.
 - Led research for 15+ new products, product enhancements and product redesign.
 - Evaluated the potential and practicality of product concepts.
 - Sourced manufacturing, generated detailed quotes and budgeted spending for clients.
 - Created product design schedules and ensured deadlines were met.
- **Product Development Engineer**, VTse Inc./Christian Tse Corp.
Nov. 2013 – June 2015 <http://www.christiantse.com/>
Designed and engineered highly detailed fine jewelry and custom findings for manufacturing and production using CAD software.
 - Managed 150+ projects through cross-functional departments from concept to assembly of final product.
 - Created 250+ photorealistic concept and product renderings for presentation using V-Ray and Keyshot.
 - Maintained detailed material cost-of-goods, parts lists and diagrams for assembly and manufacturing of fine jewelry.
 - Developed and implemented production process control techniques.
 - 3D modeling and rapid prototyping of fine jewelry using state of the art 3D wax printing technology.
 - Serviced, diagnosed and repaired 3D Systems ProJet and Solidscape wax printers in-house to minimize production delays and reduce operating expenses.
 - Developed and implemented specialized post-production cleaning process of 3D printed wax models.
- **Product Development and Industrial Design Consultant**, ColinZ Design
Jan. 2013 – Present <http://czannoni.wixsite.com/colinzdesign>
Physical product development, CAD modeling, rendering and prototype modeling with hand tools and machines.
 - Designed and invented various consumer products and mechanisms.
 - Concept and design of product packaging, including mechanical layout.
 - Designed and developed logos, including sketching and illustration.
- **Toy Design & Development**, Scrambled Eggz Productions, Medford, NJ
Oct 2004 – June 2013 <https://scrambledeggs.com/>
Conceptualized, developed, engineered, prototyped and verified various toys & games.
 - Design and fabrication of toys, product mechanisms and electronics.
 - Presented and demonstrated 50+ working toy/game prototypes and product concepts to clients.
 - Storyboarded, produced and edited 40+ toy/game and prototype concept videos.
 - Produced 50+ intricate full-scale looks-like/works-like prototype mock-ups for client approval.