

# EBONY RILEY

## INDUSTRIAL DESIGNER

### + EMPLOYMENT HISTORY:

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- **9/2016 - PRESENT** Lifetime Brands, **Senior Industrial Designer**, Garden City, NY
  - Design and develop kitchen tools, gadgets, and storage
  - Develop technical drawings/CADs using Solidworks
  - Print early models on 3D Printers
  - Identify trends, looks and product types that will help the business grow through competitive shopping, attending relevant trade shows and market/consumer research
  - Lead product development and mentor junior designers.
- **11/2014 - 12/2015** Kim Seybert, Inc. **Senior Product Designer**, New York, NY
  - Led the licensing segment for textiles.
  - Maintained product development calendar to ensure that milestone dates were met.
  - Designed graphics and hardgoods, barware, tableware and glassware for the luxury line.
  - Developed technical drawings/CADs for both hard and soft goods
  - Prepared and presented final line reviews to executive management
  - Worked directly with both domestic and international vendors
- **1/2013 - 11/2014** Independent Contractor, **Product Designer**, New York, NY & Milan, Italy
  - Designed for various companies directly and as a contractor including 24Seven, George Sellers Studio, Yankee Candle, and Gumdrops LLC, Industrial Sonomechanics here in the US. Paolo Zani and Stefani Machmouchi abroad.
  - Designed consumer products including styling tools, jewelry, home decor, furniture and packaging.
  - Worked directly with clients designing custom solutions based on their processing needs.
  - Fabricated all documents for manufacturing, coordinating with engineers and external vendors.
  - Developed technical 3Dimensional graphics and renders for promotional presentations
  - Maintained client/services database, engaging clients based on a schedule, (including sending invoices)
- **1/2009 - 10/2011** CKK Home Decor, **Product Designer**, Frisco, Tx
  - Designed home furnishings from concept sketches to fabrication drawings.
  - Interpreted trends to define product and program opportunities.
  - Art directed the production of designs in China tracking samples for review.
  - Collaborated with sales and marketing teams to address program needs producing sales and presentation materials, catalogues POP displays and packaging
- **5/2008 - 8/2008** Burnes Home Accents, **Product Designer (Contract)**, Austin, Tx
  - Researched and implemented product trends
  - Designed graphics for a variety of products and packaging.
- **6/2005 - 2/2008** Communilux Productions, Inc., **Lead Scenic Designer**, Dallas, Tx
  - Pitched ideas directly to supervisors and clients.
  - Managed projects from concept development to installation, designing to cost while balancing the needs of principals and collaborating designers, (lighting, stunt, riggers, etc.).
  - Fabricated technical drawings for in house craftsmen, designers and vendors.
  - Made models by hand, in a range of materials, including clay, styrofoam, wood, and metal
  - Maintained company website.



## + COMPUTER SKILLS

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Adobe Creative Suite	Solidworks	PowerPoint
Google Workspace	Key Shot	Excel/Word
Procreate	Rhinoceros	3D Printing Software

## + PROFESSIONAL COMPETENCIES

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Advanced sketching skills	Experienced with a range of manufacturing processes
Manual model maker with wood, paper, foam, etc.	including injection molding, metal casting, imaging using watermark and decals & coating/plating
Confident presenter and communicator	
Well-organized	Ability to learn new technologies quickly
Deadline oriented	Curious and meticulous researcher
Multi-tasking dynamo	Collaborative team player
Design Thinker	Creative problem solver

## + EDUCATION:

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- 2018 Design Leadership and Management, Parsons, The New School, New York City, NY
- 2012 **Master of Science in Industrial Design**, Scuola Politecnica di Design Milan, IT Class of 2012
- 2008 Fall SolidWorks Training Course, Texas Engineering Systems, Dallas, TX
- 2007 Spanish Course, Intercultura, Heredia, Costa Rica
- 2006 Fall & Spring Spanish Course, EL Centro College, Dallas, TX
- 2004 **Bachelor of Fine Arts in Industrial Design**, University of Texas at Austin, Class of 2004 3.8 GPA  
Graduated Magna Cum Laude

## + QUOTES FROM REVIEWS:

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*"I could use an office full of Ebony's."* - Bill Lazaroff - EVP of Product Development at Lifetime Brands.

*"Ebony is a fabulous designer with an eye for new ideas. In her nearly 3 years at CKK she brought a number of game-changing ideas to the company..."* - Sarah Zimmermann- E-Commerce and Logistics at CKK Home Decor

*"Ebony's understanding of trend and fashion show in her pieces, bringing added value and purposeful products. Her flare for fashion shows in her style and panache while her grace shows in her people skills, managing delicate situations with ease..."* - Betsy Courant - Product Development and Sourcing

*"... I would classify Ebony as a self-starter who made things happen in quiet, uncomplicated and agreeable way."*  
- Joe Kaplor Director of Scenic Production

