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Kevin McKinney

Experience

2013 – present **Intel Corp.** **San Francisco, CA**

Maker of Stuff

- Lead ME role for multiple wearable and other small electronic device projects.
- CAD design of mechanicals including plastics, sheet metal, magnets, and initial circuit board floor planning for device assembly and fit.
- 2D drafting for production drawings. 3D CAD for product development.
- First-run sourcing of assembly pieces and parts.
- Short-run device assembly for early aesthetic and functional prototypes and developing SOP assembly manuals.
- Support of assembly lines with 3D printed assembly fixtures.
- Industrial Design CAD for aesthetic appeal and comfort in early product development.
- Design of both spring contact and wireless chargers for wearable devices in collaborations between Intel and Tag Heuer, Fossil, Michael Kors, Hublot, and others.
- Magnetic charging device for Vaunt AR glasses.
- Fixtures for Vaunt project relating to verification and placement of hologram.
- 18 projects in 4.5 years working with awe-inspiring teams of very talented people. This job with Intel New Devices Group has been a wonderful experience!

2012 – 2013 **Wright Engineered Plastics** **Santa Rosa, CA**

Tooling Development Manager

- Plastic part DFM consulting for medical and electronic companies.
- Plastic part design. Part redesign for moldability.
- Directed the design, construction, and qualification of injection mold tooling in China, Taiwan, and Singapore for molding in the USA at Wright's medical molding facility.

1997 – 2012 **Parallel Design** **Los Gatos, CA**

Sole Proprietor

- Plastic part design, specializing in eyewear and other curvy shapes.
- Injection mold design.
- 3D scanning and reverse engineering.
- Designed over 300 plastic injection molds primarily for Oakley sunglasses, Revo, ESS, Fox, and Dragon Optical. I specialized in complex tooling using Unigraphics NX.
- Plastic part redesign for moldability and mold design projects for Silicon Graphics, Hewlett-Packard, Microsoft, Tool Tech/Trend Technologies, and others.
- Created website devoted to teaching plastic part moldability techniques accessed by industry and universities worldwide.
  http://www.paralleldesign.com/moldability_101/index.htm

2000 – 2003 **Parallel Products** **Los Gatos, CA**

General Partner

- Designed, manufactured, and marketed a product line of covers for Palm Pilot V/Vx and M505 products. Tens of thousands sold worldwide from website and retail.

1988 – 1997 **Tool Tech/Trend Plastics** **San Jose, CA**

Plastic Injection Mold Design/Part Design

- Designed plastic injection molds and parts for Apple, NUMMI, Cisco, Sun, Silicon Graphics, 3-Com, HP, Oakley, and many more. Trained in Unigraphics CAD by and for Apple.
- Developed and implemented a paperless manufacturing process based upon Unigraphics CAD in cooperation with Apple, Sun, and Silicon Graphics.

Skills

- Unigraphics NX CAD modeling. I own a NX CAD license.
- Complex freeform surface modeling. If the part can be made, I can make it in CAD, and I can make it moldable.
- Specialize in design of plastic injection molds involving freeform shapes that are difficult or "impossible" to mold.
- Excellent 3-D visualization skills.

Education

1982 - 1988 **CSU, Chico** **Chico, CA**

B.S. Industrial Technology

- Concentrations in Polymer Technology, Art, Chemistry, Business.
  Self-employed as floor-covering contractor to sponsor my education.

1979 - 1981 **Walla Walla College** **Walla Walla, WA**

A.S. Construction Management

Interests

Sailing. Sculpture. Design. Drawing. Welding. Carving. CNC machining. Freeform rock masonry. http://www.paralleldesign.com/best-of-project-pix.htm