



Jayme Sparr

Industrial Designer

My name is Jayme Sparr and I am an Industrial Designer seeking a management position.

My experience is very diverse. I am adept in product production and manufacturing. Most recently my expertise has been in texture development for the mold industry. A hyper focus on a crucial, but often overlooked aspect of a products aesthetics and functionality.

WEBSITE

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CONTACT

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EDUCATION

College for Creative Studies
BFA / Industrial Design 2010
Detroit, MI.

Schoolcraft College
Associates / Metallurgical Science 2006
Livonia, MI.

Schoolcraft College
One year certificate /
Manufacturing Technologies 2006
Livonia, MI.

WORK EXPERIENCE

Standex Engraving / Mold-Tech - Achitexure Studio / Texture Design Manager

(June 2020 – Jan 2022)

Served as the Interim Design Manager for North America.

Designing bespoke textures for plastics molding.

Work directly with the customers from art to part.

Evaluated tooling for feasibility and creating functional and aesthetically pleasing designs. Resulting in production ready tooling.

Argus Corporation

/ Head of Design

(Feb 2017- Jun 2020)

Head of Designer for automotive manufacturing products.

Examples: Robotic part transportation, tooling for the line, large part shipping solutions, and fixturing.

Freelance Design

(Example of Clients since 2010)

Regina Andrew - Furniture Design

Herco - Automated Manufacturing Equipment Design

Saddle Lockers - Equestrian Product Design

Concept Factory - GUI / UX Design

Great American Base - Slot Machine Base Design

Blast Tech - Graphic Design

Penguin Truck and Bus - Product Design for the disabled

Select Steel

/ Programing Manager

(July 2012–Oct 2015)

Large-scale machine bases development. Oversaw jobs for manufacturing and processing throughout the facility and managed quality control.

J&J Burning

/ Quality Control Engineer

(April 2011–July 2012)

Oversaw the manufacturing process from start to finish.

Predicted possible complications and determined solutions to intricacies throughout the process.

Skills

// Rhino
// Unfold 3D
// UV Layout
// Solidworks
// Inventor
// KeyShot
// Alias Studio and Showcase
// Adobe Creative Suite
// Hand and Digital Sketching
// Model Making / Rapid Prototype
// Sample/ Lab Testing
// CNC Programing
// Robotic Programming

Certifications / Accomplishments

CCS Guest Lecturer
Texture Design (2021)

1st place ribbon
American Homebrewing Competition
(2015)

Top Design Winner
Motorola sponsored studio (2008)

Dean's list (2005 and 2006)

American Welding Society
G3 certification (2004)

WORK EXPERIENCE

Dewalt Power Tools
/ Product Design Intern
(Aug-Dec 2009)

Worked with senior designers in the Industrial Design studio. Developed new solutions to handheld tools, focusing on aesthetics and ergonomics. Worked with master modelers and marketing on product testing with sample groups.

College for Creative Studies
/ Teacher's Assistant Alias Studio
(Summer Semester 2008)

Assisted in teaching CAD base surfacing software to entry-level students. Also, taught photorealistic rendering software such as Hypershot.

Roush Industries Inc.
/ Prototype Fabricator
(Aug 2007-2008)

Fabricated one-off prototype parts into current model vehicles for research and testing for the advancement of newer models. Programs flat laser using CAD based software.

Quality Metalcraft Inc.
/ Prototype Welding Leader
(Aug. 2004- Aug. 2006)

Oversaw crew of welders dedicated to prototype and low production projects. Programmed spot and MIG robots. Managed deadlines, material inventory, and equipment maintenance.