

ANDREW MORRISON

INDUSTRIAL DESIGNER | 3D ANIMATOR | SOCIAL ENTREPRENEUR

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EDUCATION

MFA VFX PRODUCT VISUALIZATION

Digital Media Arts College
Class of 2006 - Magna Cum Laude

BFA INDUSTRIAL DESIGN

Rhode Island School of Design
Class of 2000

POST GRADUATE DEGREE

Choate Rosemary Hall School
Class of 1996

SKILLS

Project Management, Strategic Planning, Conceptual Creativity, Problem Solving, 3D Modeling, Rendering & Animation, Prototyping, Sourcing, Manufacturing, Quality Control, Design Thinking, Brand Development, UX/UI Design and Social Design.

LANGUAGES

Fluent in English and Spanish.
Basic Mandarin Chinese.

SOFTWARE

SolidWorks, Fusion360, 3DSMax, Maya, Keyshot, Vray, Corel Draw, Photoshop, Illustrator, Premiere, After Effects, Sketch, Invision, XD, Unreal Engine.

AWARDS

2014 Red Dot Design Award

Remington HyperFlex Series

2013 Human Rights Advocacy Award

University of Miami

2010 Professor of the Year Award

Central Academy of Fine Arts

2010 Gold Design Award

Midea Corporation Design Competition

2006 Best of Show Production

Digital Media Arts College Graduation

PATENTS

Remington Hyperflex Electronic Shaver

USD738042S1

Remington Shaver

USD737514 / USD737515 / USD737516

Glucose Monitoring Kit

EP1736099A2

SUMMARY

In my experience as an Industrial Designer and 3D Animator, I've had the opportunity to manage and create products for brands of all sizes in multiple industry categories and manufacturing processes. Ranging from medical and communication accessory design and household appliance development to architectural visualization, packaging, beverage, consumer electronics and stationary products.

I have worked closely with global design, marketing, engineering, prototyping, production, QC and logistics teams, as well as maintaining close communication with clients and buyers to help bring hundreds of products to market. I am detail-oriented and always strive to exceed expectations and deliver unique concepts, designs, renderings and products that convey a sense of purpose.

I have a deep interest in social design and utilizing design thinking as a strategy to tackle collective challenges and develop systems, products and technologies that can help improve our quality of life and shape a better future for our society.

WORK EXPERIENCE

CONCEPTO STUDIOS INC.

Director / Co-Founder - 2007 to Present - Fort Lauderdale, FL

- Establish, develop and manage company operations in the US and Asia.
- In charge of design, strategic planning and business development.
- Analyze and develop user centric B2B and B2C product strategies.
- Perform design and market research to identify differentiation and innovation opportunities.
- Develop concepts in 2D, DFM 3D models, renderings and animations for marketing use.
- Create detailed CMF documentation and ID-specs for prototyping and manufacturing.
- Supervise global supplier selection, production, QC and logistics.

QUALTICA INC.

Director / Co-Founder - 2015 to Present - Fort Lauderdale, FL

- Conceptualized and developed UX of a scalable community for education, crowdsourcing, civic engagement and collaboration on social challenges that utilizes design thinking, reward dynamics and the Blockchain to empower people to become part of the constant improvement process of their communities via a simple and intuitive mobile app.

SPINE 3D INC.

Lead Production Designer - 2006-2007 - Miami, FL

- Managed and collaborated with a group of 20 3D animators, artists and designers.
- Helped develop the project management workflow to be used by the teams.
- Worked with multiple clients to define and maintain strict deadlines for all projects.
- Developed various 3D product animation and architectural visualization projects.
- Created scripts, story boards and animatics for all animations.

FORWARD INDUSTRIES INC.

Lead Industrial Designer - 2000-2006 - Pompano Beach, FL

- Worked with a team of designers and engineers on the development of hundreds of products in the mobile and medical accessory industry.
- Reversed engineered client provided devices to design accessories around them.
- Created 2D and 3D rendering concepts based on specific design briefs.
- Followed tight schedule and delivered multiple projects per week.
- Worked with Asia suppliers to revise and refine prototypes.
- Served global clients such as Motorola, Casio, Abbot, Nokia, Canon, Dell and Bayer.

TEACHING EXPERIENCE

BEIJING CENTRAL OF ACADEMY FINE ARTS

Professor of Industrial Design - 2009-2010 - Beijing, China

DIGITAL MEDIA ARTS COLLEGE

Professor of Animation - 2006-2007 - Boca Raton, FL

VOLUNTEERING EXPERIENCE

CONCEPTO FOUNDATION, VENEVOX FOUNDATION, RDIVENEZUELA

- Helped 1212 people exercise their right to vote on the 2012 & 2013 Venezuelan Elections by raising funds to charter 12 passenger planes from Miami to New Orleans.
- Organized multiple fund-raising events that promote Social Responsibility as well as initiatives that defend Human Rights and Democracy in Venezuela.