



STEVEN HOWIE  
stevenhowie.com

## Education

- 2004 - 2009 ID Art Center College of Design  
(BS Industrial Design)
- 2003 - 2004 Fine Art Kansas City Art Institute
- 2000 - 2003 Palomar College

## Experience

### Freelance Designer 02-Present

Designing & developing graphic and industrial design directions in multiple categories.  
Working with engineers and manufacturing to create responsible & on-trend designs.  
Exclusive designer for 4 years at Disney creating illustrations to industrial design solutions.  
Other clients include Takeya, Duro, L'Oreal, Lululemon, Nambe and others.

### Gibson Overseas Inc. 09-Present

Lead industrial designer responsible for projects across all categories.  
(Cutlery, Cookware, Bakeware, Dinnerware, Gadgets, Flatware, Pantry, Beverage, etc.)  
Managing a team of surface & industrial designers to meet the companies goals.  
Designed & handled licenses from concept to sampling. (Coca-Cola, Peanuts, Isaac Mizrahi, Campbells, Mr.Coffee, Nate Berkus, Nambe, Pioneer Woman, Florence Broadhurst, Chrissy Teigen)  
Work with buyers from every major retailer in the US to deliver exceptional products that fit their brand strategy.  
Lead in the largest and most successful launch in Walmart history.

### Lanard Toys 08

Internship with a Chinese based toy manufacturer.  
Worked as a supporting role to high level designers.  
Created mock-ups/kit-bashes for proof of concept.  
Designed tools/toolbox for Workman line.

### Kohler Company 07-08

Co-op designer within the bathing division.  
Conducted market research with the firm TNS.  
Led engineers & marketing into new brand opportunities.  
Worked with a dynamic group supporting other designers.

### Samsung Sponsored Project 07

Designing cellphones for the demographic 40-60 with a strong emphasis on color, materials and finishes.

### Designer Stone 01-04

Lead Sculptor for family operated company with distribution in nation-wide magazines.  
Created & worked molds.

## Skills

### Mac & PC

Solidworks, Hypershoot, Keyshot, Microsoft Office, Adobe Illustrator, Photoshop, After Effects,  
Stop motion, Calligraphy, Painting, Web development, Logo development, Sculpture,  
Ceramics, Napkin sketching, Blue sky and an unflinching drive to develop innovation to the market.