

Skills

Footwear Concept Sketching, Tech Packages Creation, Outsole Design, Lightroom, Adobe Creative Suite, Adobe Acrobat, Microsoft Office Suite, Trend Analysis, Final Cut Pro,



Education

Rhode Island School of Design, Providence, RI
BFA

Summary

Hello my name is Sean,

I've been a designer in the Footwear industry for over 20years. Those skills have given me the ability to leverage relationships to source materials used in the manufacture of consumer products.

I am passionate about design and applied design concepts. I Automotive design is one of my passions and inspires me greatly. I look to architecture, furniture design and any improvements or innovations to existing consumer products. I borrow heavily from great design in other fields to improve what I do in mine.

Accomplishments

Launched Virtual Design Department, reducing the number of physical prototypes needed

Created Special Make Up brand Icons specifically designed for Athletic and music influencers

Created Line Extension of brand specific Classic product leading to IM+ in incremental business

Interests

AAU Girls Basketball Coach 

Photography 

Illustration/Painting Product Creation 

Created and Launched the Velotowel.com brand. Specializing in Accessories for the Peloton Spin Bike

Experience

2021-2022

Moolah Kicks

Design Lead: Women's Basketball Footwear and Apparel

- Collaborated with the founder to create the flagship product offering for this industry start-up brand.

2019-2020

CAT, (Remote)

Senior Designer: Industrial Footwear

- Created functional designs for the work/industrial segment of the business.

2012-2019

L.L.Bean, Freeport, ME

Senior Designer: Footwear

- Duties include trend and competitive sample shopping, last development upper and outsole design (including blueprints) and merchandising.
- Communication with Asia development teams. Travel to overseas sample and production sources.

2000-2012

Timberland, Stratham, NH

Virtual Design Manager: 3D Design / Virtual Prototyping

- Managed a team of Rapid Visualization Specialists. Created 3D footwear models using industry specific software, Procam Dimensions, ShoeMaster as well as the Maya and Rhino 3D modeling and rendering software packages.

Senior Designer: Advanced Concepts

Senior Designer: Footwear

- Developed over-arching footwear technologies
- Duties combine trend and competitive sample shopping, last development, upper and outsole design (including blueprints) and merchandising.
- Communication with Asia development teams. Travel to overseas sample and production sources.