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SUMMARY

Versatile, self starter with over 20 years of product development experience in various industries, including consumer electronics, mobile telecomm, computing, toy, and biotech. I have a proven track record of bringing market disruptive products from early concept to high volume production via computer product design, presentation, engineering, business development, manufacturing, and program management. Extremely effective during concept ideation, industrial design, detailed mechanical design, IP generation and technical optimization of parts and assemblies for low cost - high yield. Capable development team builder and leader with strong expertise in sourcing, qualifying, motivating and managing on and off-shore contract manufacturers, (CM's) and engineering teams. Extensive Asian experience. Intermediate conversational French and Mandarin speaker.

CORE QUALIFICATIONS

World Class Product Design Engineer
Concept Brainstorming Leadership and Ideation
Feature Set and Product Specification Creation
Hand Sketching and Computer Rendered Presentation
3D-CAD Solids Modeling and Advanced Surfacing
CM Sourcing, Compliance, Liaison and Management
EE and ME Team Management

Budget Estimates and Oversight
Product/Program/Project Management
Development Process Generation and Optimization
Production Launch, De-bug and Maintenance
Development Team Building and Mentoring
ME and ID expert for High Volume Parts
Contractor Negotiations and Oversight

PROFESSIONAL EXPERIENCE

BTOP Product Development - Seattle, WA

Feb. 2009 to Present

Founder and Owner

BTOP practices quick-turn boutique style product development consulting - supporting all ID, ME, design verification, on/offshore sourcing and CM management tasks from concept through dialed in production and fulfillment.

Made Products, Inc. - Seattle, WA

Sep. 2007 to Feb. 2009

Director of Innovation

Leader of product development, innovation and IP generation. Created and maintained Made's product line roadmaps, and backed launch decisions with ROI, COGS and BOM documents and analysis. I regularly devised topics for and led company wide brainstorm sessions. 2 years from inception Made had 16 U.S. and international patents pending, 4 provisional patent applications filed and 3 brands with full trademark protection. Made Products, Camera Armor and Always-On brands are distributed and sold world-wide in over 70 countries. Created and optimized development process, managing several internal and contract product development teams steadily bringing multiple new products to market every couple months. Technical lead on products designed, prototyped and manufactured using the latest in offshore medium and high volume injection molded, die cast and elastomeric processes including: Liquid Injection Molding, Injection Compression Molding, Insert Molding and Silicone Rubber Casting. Made Products, Inc. was acquired by Daymen Lowepro, International in July 2008, securing major shareholders approximately 22 times their original investment.

Speck Design, LTD. - Shanghai, PRC

Jan. 2005 to Sep. 2007

Co-Founder, Partner and General Manager

Established in August 2005 as a WFOE, offers world class design, innovation, engineering, sourcing and manufacturing consulting services to international and Chinese domestic clientele. I directed office site selection, design, build out, financial negotiations, recruiting, hiring, training, marketing and staff management. I led a mostly Chinese National staff that, by 2006 numbered fifteen with another two QC production shipment inspectors stationed in Shenzhen. Accountable for creating and maintaining business plans & strategy, public relations, customer satisfaction, design & engineering process and output. My staff conceived and produced all the initial product and packaging design and engineering that launched Made Products, a digital camera accessory company based in Seattle. During my 2 and a half year residence in China I became a proficient intermediate Mandarin speaker.

BlackTop, LLC - San Francisco, CA

May 1996 to Jan. 2005

Founder and Owner

A full cycle product development company, BlackTop helped customers take product ideas from concept through detailed design & engineering and into high volume production. Our clients were startups and fortune 500 including Oral-B, Healthetech, IXI - producers of the OGO line of cellular e-mail and text messaging devices, Formac, Olive products and many divisions of Hewlett-Packard. BlackTop took full in-house responsibility for: Mechanical Engineering, Electrical Engineering, Industrial Design, Graphic Design, Human Factors Optimization and routinely oversaw, prototyping, tool build and production De-Bug. BlackTop used the latest in CAD and rapid prototyping tools, efficiently bringing inspirational products to market, minimizing time to market, maximizing profit and consumer impact. While managing all facets of the company, I continued to direct the conceptual and detailed design work that refined my technical and collaborative skills working with clients, engineering teams and offshore CM's

Moto Development Group, - San Francisco, CA

Aug. 1995 to May 1996

Senior Product Design Engineer

I led a design team of five, to develop the Silicon Graphics, Inc., (SGI) Origin 2000 desk-side supercomputer. I was responsible for Mechanical Architecture, BOM and Action Item creation and maintenance, mentoring and supervising team designers and engineers. I oversaw parts design review & critique, system tolerance analysis and client liaison. I managed concept, technical production viability and implemented presentation models for the Zoobs® toy building set (Primordial, LLC). I routinely developed project proposals and early concept presentations for consumer product projects.

Creative Insights, Inc.- Cupertino, CA

Mar. 1994 to Aug. 1995

Mechanical and Industrial Design Head

I directed all Industrial Design and Mechanical Engineering of our products, bringing a full key-size 49-note piano keyboard and three 'ScreenToyz' cartoon-like input devices from concept to market in less than 7 months. I designed the entire enclosure of the Piano Discovery system and directed the detailed ID and mechanical design of the 'ScreenToyz'. Managed 'ScreenToyz' products tool builds and manufacturing of 10,000 per month in China with yields above 99%. Reviewed and critiqued production tool design and layouts, interfacing with European and Chinese CM's and going on-site to perform quick-turn tool and production line de-bug. The Piano Discovery System is a screw-less snap and push together, (using interference bosses) tops-down US manufactured design. The Piano Discovery System remained a viable for 13 years without any hardware modifications.

IDEO Product Development (formerly David Kelley Design) - Palo Alto, CA

Sept. 1988 to Feb. 1994

Lead Product Design Engineer

I led design teams in eight product design programs including the Worlds Of Wonder Jaminator toy electric guitar, Sjöberg Industries Consumer electric can crushers, Compression Labs video conference and graphics stand, CapSnap tamper evident yogurt cup, Mitsui laptop computer, and Domestic Automation Company power meter readers. I supported the development of personal computers for Microsoft, Apple, Hewlett Packard, and Specialized cycling products. I trained 29 IDEO employees in paperless design and general 3D CAD use of HP ME30 and ME10 aka CoCreate SolidDesigner and OneSpace Modeling. I wrote 90% of the CAD customization user interface for IDEO. On various projects, I proposed, modeled and validated passive and active cooling solutions for electronics and computer enclosures using quick and empirical thermal analysis techniques. I was highly influenced by and have become a strong proponent of IDEO brainstorming and innovation practice.

Hewlett-Packard Company - Roseville, CA

June 1983 to Sept. 1988

Roseville Terminals Division

Product Design Engineer and Industrial Designer

I regularly performed both pure ID and ME activities, providing integrated comprehensive coverage of both fields. On the engineering side I managed and carried out thermal, shock, vibration and environmental tests. I was responsible for the mechanical portions of RFI, EMI and ESD testing and cross functional team liaison for FCC qualification. I oversaw CSA, TUV and UL qualification for computer terminal and Personal Computer products. I participated in detailed part design and on-site manufacturing production line design, development and post production dial-in. On the design side I created early concept sketches, renderings, and form, color & texture studies for monitors, terminals, telephones, touch-screens and PC's. I led a blue sky concept project demonstrating the potential of early gas-plasma flat screen display technology by designing and building a works-like presentation model in 2 weeks. I carried out icon, label and other graphic design tasks as well as training staff in the use of 2D mechanical (ME10) and 3D solids modeling (ME30) CAD.

EDUCATION

BS General Engineering, Stanford University, March 1983

Major: Product Design - Core work in Mechanical Engineering, Human Factors, Physics, Art Design, and Photography with extensive background work in Mathematics, Biology, Chemistry, and Computer Programming.

HONORS & ACHIEVEMENTS

Lifetime California Scholarship Foundation Member Lifetime Tau Beta Pi Engineering Society Member
Winner and 14 year record holder of the Race Across America (RAAM) Mixed Team Relay set in 1994 (road cycling)
Inventor in Utility Patent #5,924,780 owned by Silicon Graphics, Inc. Sliding Door Assembly For A Computer Housing
Inventor in Utility Patent #6,206,237 owned by PepsiCo, Inc. Bottle Dispenser
Inventor in Design Patent # D549,197 owned by Cingular Wireless II, LLC Mobile Communications Device
6 + Patents Pending with US PTO and PCT

California College of Arts and Crafts Industrial Design - Professor - Materials and Manufacturing Processes I, Fall 1992

References available on request