



Michael Wiggins

Industrial Designer
San Francisco

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Skills

Human-Centered Design Methodologies • [Design & Ethnographic Research](#) • Tech Trend Analysis & Forecasting • Experience Strategy • [Workshop Facilitation](#) • Concept Sketching • Storyboarding • Storytelling • [3D Prototyping](#) • Mentoring & Training

Tools

Adobe: XD, Ps, Ai, Pr, InDesign
3D: NX, Solidworks, Keyshot, Rhino
Ideation: Sketchbook Pro, Gravity
Collab: Miro, Notion, Slack
General: MS Office, Keynote
UX: Figma

Education & Training

Bachelor of Industrial Design
N.C. State University
Raleigh, NC 2001-2005
Ethnographic Studies
Ethno-Insight Training
@ Electrolux 2007

Recognition & Collaborations

2022: Samsung Home Hub Launch @ CES Designer for Samsung's first smart home control hub
2021: Google ATAP + Samsung Partnership AR, Metaverse & Home IoT Solutions
2020: Microsoft + Samsung Partnership Home IoT Strategy & Roadmapping
2017: Tupperware + NASA Partnership [Lead Designer on NASA project](#) that earned Tupperware Fast Company's 30 Most Important Design Companies.

2018, 2020, 2021: Tupperware + NASA Launch SpaceX Dragon carries Tupperware PONDS to the ISS

2017: Tupperware Awards
Good Design Award, iF Design Award & [Reddot Best of the Best for Micro Pro Grill](#)

2005-2021: Patents
+40 global utility & design patents for advances in IoT communications, visual displays, audio, gesture recog & CV.

Experience

SAMSUNG DESIGN - Lead ID Designer & Design Researcher

JAN '18 - PRESENT

Designed end-to-end product + experiences, collaborated with cross functional teams, organized research endeavors & design workshops, crafted concepts, prototypes & planned/moderated user validation.

- Seed Designer on Samsung Research Lab collaboration for [community-based robotics solutions](#).
- Designer for [Samsung Home Hub & experiences for voice, gaze & gesture recognition](#).
- Designer for Microsoft + Samsung product strategy & roadmapping. Focus on 2025-2030 XR communication & interaction experiences in-home between person-to-person, person-to-object & object-to-object.
- UX & IxD Designer for [Samsung Food App](#) that bridges consumer lifestyles to Samsung Smart Appliances.
- Industrial Designer for Samsung QLED 7-series, #1 best-selling US Samsung TV 2019

TUPPERWARE GLOBAL - Lead Industrial Designer & Design Manager

JUNE '13 - DEC. '17

Manager for US Design Center & Lead Designer for concept development of Smart Connected Appliances and R&D.

- Worked with R&D + [NASA](#) engineering to develop a micro-gravity plant growth system tested aboard the ISS.
- Leader Designer for the [MicroPro Grill](#), an urbanization product that cooks food by converting microwave energy into heat.
- Coordinated first international ethnographic research project & synthesized the data into user trends & experience concepts.

ELECTROLUX NORTH AMERICA - Sr. Industrial Designer

SEPT '07 - MAR '09 / FEB '10 - MAY '13

Led multi-disciplinary design team tasked with developing kitchen, air care & floor care solutions.

- Lead Designer for Visual Brand Language, CMF strategy and future product portfolio for [Eureka Airspeed](#).
- Pioneered modular design framework to decrease tooling investment & increase flexibility at retail.

CONTIGO - Contract Designer

MAY '09 - FEB '10

Concept Designer, Graphic Designer & Consumer Insight Specialist for beverageware & thermal insulated products.

- Developed Contigo's first kids product lineup. From consumer research to toolable files in 3 months.

LG ELECTRONICS - Industrial Designer

DEC '05 - SEPT '07

Mobile & Appliance Designer focused on concept exploration for mobile communications & kitchen appliances.

- Developed haptic-based smartphone prototypes to shift communication modalities into the realm of emotional conveyance. Conducted a U.S.-wide ethnographic analysis of home appliances & interior design trends.