

Mike Charpin

CURRICULUM VITAE – MAY 2026

Iowa State University, College of Design
715 Bissell Road. Ames, IA, 50011 USA
charpin@iastate.edu, MichaelCharpin.com

PROFESSIONAL PROFILE

Industrial designer and educator blending hands-on fabrication, digital design, and software development expertise. Lecturer at Iowa State University, guiding students from foundational studios to senior capstone projects while developing curriculum in parametric modeling and digital technologies. Proven track record in award-winning product design, patents, and interdisciplinary project leadership. Committed to fostering activity-centered, innovative learning that bridges design research with real-world industry practice.

EDUCATION

Bachelor of Science in Industrial Design - Wentworth Institute of Technology - Boston, MA - 2013

Javascript Certificate - Focused on front-end web development, interactive systems, and computational workflows.
Learn Javascript Online | October 2022 - March 2023

ACADEMIC APPOINTMENTS

Lecturer of Industrial Design

Iowa State University - [ISU Department of Industrial Design](#) - Ames, IA

August 2025 - Current

- **INDD 4990 (Senior Capstone):** Mentoring graduating seniors through complex, semester-long design research and execution.
- **INDD 3400 (Digital Design Tech):** Developed asynchronous curriculum for parametric CAD (Onshape, Fusion360) and rendering (Keyshot).
- **INDD 3020/3010 (Junior Studios):** Instructing on commercial factors, entrepreneurship collaboration, and manufacturing principles.
- **INDD 2010/1020 (Intro Studios):** Onboarding students into design thinking and visual communication.
- **Overload Contributions:** Volunteered for 5-week and semester-long instructional gaps in *INDD 3010 Industrial Design Studio III* and *INDD 2500 Activity-Centered Industrial Design*.

COURSES TAUGHT

Taught undergraduate industrial design studios and technical coursework across foundation, intermediate, and capstone levels with emphasis on design process, digital fabrication, visual communication, and activity-centered design methodologies.

Term	Course #	Course Title	Cr	Enrollment
Lecturer of Industrial Design (Fall 2025 - present)				
Fall 2025	INDD 2010	Industrial Design Studio I	6	17
Fall 2025	DSN 1020	Design Studio I	4	18

Fall 2025	INDD 3400	Digital Design Technologies	3	100
Fall 2025 - 5 weeks	INDD 3010	Industrial Design Studio III	6	18
Spring 2026	INDD 3020	Industrial Design Studio IV	6	10
Spring 2026	INDD 4990	Senior Project	6	17
Spring 2026	INDD 3400	Digital Design Technologies	3	101
Spring 2026	INDD 2500	Activity-Centered Industrial Design	3	71

PROFESSIONAL EXPERIENCE

Production Operations Manager

Funny Face Bakery - <https://funnyfacebakery.com/> - New York, NY

October 2024 - November 2025

- Directed production operations within a 30-person manufacturing facility, applying systems-thinking and lean manufacturing methodologies to redesign workflows, improve traceability, and reduce material waste.
- Optimized digital printing and production processes, significantly increasing operational efficiency while maintaining high-volume daily output requirements.
- Developed standardized Adobe Illustrator production workflows and trained junior staff in scalable print-preparation systems, improving production flexibility and cross-team collaboration.

Software Developer

Michael Charpin Design - <https://www.michaelcharpin.com/> - New York, NY

January 2022 - August 2025

Datsun Resource [Astro, Vanilla JavaScript, HTML, TailwindCSS]

<https://datsunresource.online/> | February 2024 - Current

- Led the development of a 300-page resource website for vintage Datsuns, incorporating client requirements to recreate the look and feel of a classic Datsun parts catalog.
- Designed and implemented a fuzzy search feature with Fuse.js, enhancing user experience by accurately handling complex part names and spelling variations.

Tulip Tasks Prioritization App [React, Shadcn-ui, TailwindCSS, Supabase]

<https://task-priority.vercel.app/> | December 2023 - February 2024

- Conducted comprehensive discovery sessions, user interviews, and wireframing to optimize user experience (UX) and alleviate decision paralysis during development.
- Implemented a robust data structure and algorithm for efficient storage and calculation of project priorities helping users get a better handle on their ambitions.

Project Manager & Senior Industrial Designer

Miniature World - <https://bigminiworld.com/> - New York, NY

July 2022 - July 2023

- Directed teams of model makers in the fabrication, modification, and installation of large-scale exhibit infrastructure and custom architectural display systems.
- Designed and fabricated interactive mechatronic animations utilizing Fusion360, CNC machining workflows, and digital fabrication methodologies.
- Established and maintained woodshop safety protocols including equipment maintenance procedures, PPE training, and operational standards for fabrication environments.
- Coordinated interdisciplinary fabrication workflows spanning model making, electronics integration, and mechanical prototyping.

General Manager

Union Garage - <https://uniongaragenyc.com/> - New York, NY

December 2020 - July 2022

- Redesigned order-processing and inventory-management workflows to improve operational efficiency, fulfillment accuracy, and customer experience within a high-volume retail environment.
- Restored synchronization between Lightspeed POS and Shopify systems through custom CSV and spreadsheet workflows, improving inventory continuity and organizational reliability.
- Developed staff communication and customer-service systems that supported a consistently high customer satisfaction rating and strengthened brand reputation.
- Managed vendor relationships, inventory forecasting, and operational logistics across both physical retail and e-commerce platforms.

Industrial Designer

Dead Channel - [Project Link](#) - New York, NY

August 2020 - January 2022

- Designed and established a small-scale fabrication workshop integrating CNC machining, laser cutting, and additive manufacturing workflows for consumer product development.
- Optimized CNC and laser-cutting processes to reduce material waste and improve fabrication efficiency across iterative production runs.
- Engineered a proprietary quarter-turn closure mechanism for the Dice Capsule product line emphasizing tactile interaction, durability, and user experience.
- Utilized customer feedback and iterative prototyping methodologies to refine products and expand manufacturing into aluminum, hardwood, and multi-material production.
- Designed branding systems, e-commerce infrastructure, packaging, and made-to-order production workflows supporting highly customized consumer products.

Lead Industrial Designer

Proteus Motion - <https://proteusmotion.com/> - New York, NY

January 2017 - August 2020

- Led the design and fabrication of functional prototype systems for a next-generation resistance training platform integrating mechanical design, fabrication, and user-centered research methodologies.
- Independently developed expertise in CAM workflows, CNC machining, and rapid prototyping, reducing prototype development timelines from weeks to days.
- Designed and fabricated fully functional aluminum and polymer handle systems used to demonstrate product viability to early-stage investors and stakeholders.

- Developed custom sheet-metal enclosure systems and fabrication solutions under accelerated production timelines for investor demonstrations and field deployment.
- Expanded responsibilities across the complete product-development lifecycle including concept development, prototyping, fabrication, installation, and on-site servicing of early production systems.
- Conducted user-centered research and iterative design refinement contributing to product adoption and substantial growth in commercial interest.

Junior Industrial Designer

Zebra Technologies - <https://www.zebra.com/> - Holtsville, NY

August 2015 - September 2016

- Conducted usability testing and interaction studies supporting the development of award-winning enterprise hardware products including the ZC350 ID card printer.
- Collaborated directly with manufacturing and soft-goods vendors to accelerate accessory development and align product-release timelines.
- Redesigned interface iconography and user-facing graphics for handheld scanning systems, significantly reducing customer-service issues and improving usability.
- Produced conceptual renderings and visualization materials supporting business development and client presentations.
- Coordinated globally with engineering teams and manufacturing partners during the development of mobile device accessories and integrated hardware systems.

Mechanical Drafter

Gentex Corp. - <https://www.gentexcorp.com/> - Boston, MA

September 2013 - August 2015

- Implemented document-control and engineering-change-order systems that improved communication, workflow coordination, and product-development efficiency across departments.
- Assisted in the engineering and testing of military helmet mounting systems designed to exceed ballistic performance requirements.
- Conducted quality-assurance investigations identifying supplier-component failures prior to manufacturing deployment.
- Collaborated with vendors and manufacturing partners to support product development and improve fabrication processes.
- Produced technical engineering documentation, fabrication drawings, and manufacturing fixtures supporting production efficiency and workplace safety.
- Visited manufacturing facilities and vendors to evaluate fabrication methods, strengthen supplier relationships, and support production problem-solving.

HONORS & AWARDS

iF Design Award | Fitness Equipment | 2022 | Proteus Motion

IDA Design Award | Gold in Outdoor And Exercise Equipment / Exercise Equipment | 2022 | Proteus Motion

Red Dot Design Award | 2017 | Industrial Handheld Computer TC51/56 | Zebra Technologies

iF Design Award | 2017 | TC51 and TC56 Touch computer | Zebra Technologies

iF Design Award | 2019 | ZC Series ID Card Printer | Zebra Technologies

Red Dot Design Award | 2019 | ID Card Printers ZC100 & ZC300 | Zebra Technologies

Red Dot Design Award | 2019 | Barcode Scanners DS8100 Series DS8100-Series | Zebra Technologies
A' Design Award | 2026 | Dice Capsule | Dead Channel

PATENTS

Exercise device having a linear arm portion

Proteus Motion | US-12121768-B2 | October 22, 2024 | [PDF](#)

Exercise Handle

Proteus Motion | US-11779799-B2 | October 10, 2023 | [PDF](#)

Exercise Device Limb Interface

Proteus Motion | US-10888732-B2 | January 12, 2021 | [PDF](#)

Mobile device accessory

Zebra Technologies | US-D998617-S | September 12, 2023 | [PDF](#)

Mobile device accessory

Zebra Technologies | US-D876436-S | February 25, 2020 | [PDF](#)

SELECTED PRESS & MEDIA

Proteus Motion (previously Boston Biomotion)

HSS | March 23, 2017

[Boston Biomotion and the Hospital for Special Surgery Global Innovation Institute Partner to Transform Strength Training and Recovery](#)

Forbes | Mar 1, 2019

[This High-Tech Device Is Helping Former MLB Draft Pick Break Into The Pros After Tommy John Surgery](#)

Sports Business Journal | April 14, 2020

[A New Way to Measure Strength and Muscle Performance](#)

UNIVERSITY, COLLEGE, and DEPARTMENT SERVICE

College: Core Design Program Committee, 2026

Department: Chair of Industry Engagement & Sponsored Projects Committee - 2025 - Present

REFEREE SERVICE

Design Awards Jury Member

GRANDS PRIX DU DESIGN Awards Jury Member - 2026

COMMUNITY INVOLVEMENT

After-School / Summer Camp Dungeons & Dragons | March 2020 - October 2024

- Created and engaged in age-appropriate D&D sessions that engaged kids & teens with interactive storytelling, promoting teamwork and imagination.