DANIEL MORGAN

PRODUCT DESIGN / INNOVATION

I am a designer, tinkerer, and inventor. My two great passions are making things and spending time in saltwater. My greatest professional goal is to use my career to make a positive change in the world.

portfolio / dmorgan.co
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inquire for references!

EMPLOYMENT

Nike Innovation / 2016 - present

Lead Innovation Designer

Pitched and completed several longterm innovation projects around new capabilities and new franchises. Pursued even more projects ending in utter failure. Participated in several stretch assignment as an inline apparel designer, and footwear innovation designer. Pursued many technical trainings about machine operation, fabric creation, garment construction, knit programming, and new design softwares. Created new intellectual property, averaging 2 utility patents per year, and numerous new trade secret processes.

Rhode Island School of Design / 2014 - 2016

Adjunct Professor

Taught courses on product design and computational design

Research Assistant

Trained students and professors on computational design, 3 and 4-axis CNC milling, advanced 3D printing techniques, and various other rapid prototyping tools.

Various Internships / 2012 - 2016

illumiNite Activewear / Fall River, MA
Observatory Design / Providence, RI
Moore & Giles / Lynchburg, VA
Technology 4 Tomorrow / Kampala, Uganda

EDUCATION

Professional Trainings / 2017 - 2023

Santoni / Top2, TR, Mecmor
Shima Seiki / Whole Garment 1 & 2
North Carolina State University / Nonwovens 1 & 2
MAS Group / Factory Longterm Onsite

Rhode Island School of Design / 2016

Master's of Industrial Design

James Madison University / 2010

Bachelor's of Fine Art

SKILLS

Soft skills
working in diverse teams
listening and empathizing
enterprise development
divergent thinking

Software
Grasshopper/Rhino
Clo3d
Adobe Suite
Solidworks

Core skills
product design
research & development
invention
user interviews
presenting / pitching

Technical skills
sewing and fabrication
algorithm design
custom Gcode creation
knit programming (lite)