

Dan Winegar

About

Do-all shop/software rat. Very material/machine oriented. Quick researcher. Affable teammate. Consistent and driven worker. Seeker of chunky insight nuggets. Motivated by genuine stoke in the eyes of users and peers.

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Timeline

CNC Programmer + Manager at Axiom (Portland OR, 2023—Present)

- Responsible for 7 person team and all CNC prototyping and production for an 8-figure annual revenue custom products company. In charge of 3- and 5-axis routers, 7-axis robot, laser cutter, press brake, and more.
- Function as the unofficial wizard of difficult shapes and textures. Devise custom machine toolpaths and jigs to enable production of first-time products. Model the output of custom toolpaths to be used with the engineering team. Develop machine-driven options for the design team.
- Manage and execute projects for Nike, The North Face, Fjallraven, Filson, and more.

Sports Product Design MS at the University of Oregon (Portland OR, 2020—2022)

- Advised by Susan Sokolowski, former Lead Designer at Nike and current Head of Footwear Design at Lululemon.
- Woolmark Performance Challenge Winner, presented in Paris by Salewa. Developed a production method that uses human articulation and body heat maps to craft parametrically smocked garments, enabling less waste, better performance with traditional fibers, and a new aesthetic.
- Used force-optimized topology and impact attenuating forms to create a parametric western horse saddle that was twice as light, over 95% more breathable, and equally strong compared to traditional saddles.

Designer + CNC Programmer at Nine O (Draper UT, 2018—2020)

- Developed a method to CNC route a wall system from one piece of material, making it viable for direct-to-consumer production. Designed a diverse series of office, desk, and productivity modules for the system. Geometry focused on harmony between aesthetics and tooling.
- Took dozens of large scale projects from abstract pitches to fully designed, specced, and produced items.
- Experimented with the CNC machines and developed new product possibilities to pitch to clients.

Leatherworker at Ranchlands (Colorado Springs CO, 2018)

- Learned traditional leatherworking and saddlery from 3rd-generation leatherworkers on a 90,000-acre ranch.
- Produced a premium line of consumer bags for Filson.

Designer + Developer at Sure Water (Sandy UT, 2013—2017)

- Built and sold a small direct-to-consumer water tank brand.
- Designed, modeled, and produced a new water tank that incorporated a wide array of feedback from existing customers, freight carriers, and rotomolding factories.

Industrial Design BFA at Brigham Young University (Provo UT, 2009—2013)

- Program focused on user empathy, usable insight, and practical manufacturing techniques.
- Interned at Smart Design in San Francisco. Involved in everything from field work, to sketch sprints, to foam modeling. Worked on projects for Western Digital, OXO, and others.

Skills

- **Software:** Rhino, nTopology, Grasshopper, Fusion 360, Solidworks, Mastercam, Enroute, Powermill, Keyshot, Procreate, Adobe Photoshop, Illustrator, Indesign, Premiere
- **Hardware:** CNC routers (3, 5, 7-axis), Laser cutters, 3D printers (FDM, SLA, DLP, SLS), 3D scanners, vacuum forming, woodworking, leatherworking, sewing, pattern making
- **Details:** Tech packets, color and material speccing, purchasing, factory communication, QA/QC