

Jake Pill

CONTACT

jake@armadillostudio.co
802 . 598 . 9065
jhpill.com

EDUCATION

Rhode Island School of Design
Providence, Rhode Island 2013 - 2017
BFA Industrial Design

EXPERIENCE

ARMADILLO STUDIO LLC

Principal
Winter 2018 - Present

Founded in 2018, Armadillo Studio is an umbrella for my freelance work, ranging from public sculpture to client driven R&D, prototyping and fabrication.

CONANT METAL & LIGHT

Industrial Designer / Project Manager
Fall 2017 - Present

My primary responsibility is bringing ideas to fruition through collaboration with our clients and sales team. Starting from inspiration images, a napkin sketch or technical drawings, I work through the conceptual and technical design, bidding, project management and fabrication for all manner of custom lighting and metalworks.

Additional responsibilities working on R&D / DFM for contract manufacturing clients, improving technical process documentation, workflow and implementation of Lean Manufacturing principles. All aspects of my work require close collaboration with colleagues and clients on functional and aesthetic requirements, as well as rigorous quality standards and UL regulations.

GENERATOR MAKERSPACE

Instructor / mentor
Fall 2019 - Present

Teaching introductory, principals and safe tool practices for metalworking and welding. This role requires clear and concise delivery of information to help students with little to no metalworking experience understand the nuances (and dangers) of the many tools and processes available to move metal.

I'm also part of Generators Maker Mentor program which provides mentors (me) to groups of highschool students interested in diving in and learning how to complete a hands on project from planning through execution.

RISD / HI-SEAS COLLABORATION

MS1 Space Suit Simulator
Summer 2016 - Winter 2016

Worked with RISD professor M. Lye, designing and machining components for a spacesuit simulator to be used in the NASA funded, HI-SEAS mars simulation missions. Parts were made using CNC and manual machining processes.

MAKE ARCHITECTURAL LTD.

Fabricator
Summer 2016

Fabrication of high end, finished metal architectural components. Manual machining, cutting, welding, sanding, polishing and other finish work. In this role I learned craftsmanship.

R&D

User centered design and research
Iterative sketching and concept development
Design for manufacturing
Value engineering
Hardcore problemsolving

PHYSICAL

Metalworking and fabrication
Woodworking and fabrication
CNC operation
Rapid prototyping processes

DIGITAL

Solidworks
Onshape
Rhinceros
Google Sketchup
Adobe Creative suite
Microsoft office
G suite
Excel / Google Sheets
Etc.

JUST FOR FUN

Playing with Bean the Dog
General outdoors activities
Hiking, Biking, Skiing (w/Bean)
Fixing broken things from the '80s
Motorcycling