

Killian Miller

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19150 Deerfield Trail, Eden Prairie, MN 55346

Education

University of Minnesota, Twin Cities College of Design **Product Design,** Bachelor of Science anticipated May 2024 GPA 3.45

Skills















Keyshot

Photoshop

Indesign

Figma

Design Experience

- Timpani Handles: folding handle attachments that improve the ergonomics of moving timpani drums, Capstone
- Accelerometer App: made a prototype that charts live sensor data to a phone through BLE using MIT app inventor and an ESP32 microcontroller; freelance for Fox & Tree, LLC
- **Pantheon:** dinnerware set with tactile outer face designed for a Roman aesthetic, modeled and rendered in Blender
- **Berm:** portable and durable drip coffee maker designed for landscapers to bring on the job site, bulky aesthetic
- **Seat Caddy:** pockets on the side of a chair, multidisciplinary project sponsored by Rockler
- Match Official: app prototype designed in Figma for connecting assignors with sports officials
- Vatican Website: redesigned the existing site with improved visuals and streamlined information architecture
- **Acclimation Station:** for overwintering tropicals, acclimates plants in one spot before bringing inside, reduces back and forth trips
- **Pulsar:** light-up towel dispenser with mid-century modern aesthetic designed for early intervention for youth with OCD
- **Ice Scraper Handle:** designed to mitigate ergonomic stress on the hands, functional model made with maple
- Maznet 1: engineer, construct, and code robot over a semester, moves a magnet through a maze using Arduino and 2 stepper motors
- Maznet 2: improve Maznet 1, compact mechanism, incorporated IoT to allow user to control the magnet with Blynk app
- Chevy Camaro Keyfob: mimic design language of Camaro, surfacemodeling in Autodesk Alias
- **Engineer League:** functional version of Rocket League in the sandbox game Space Engineers using "block coding"
- Mini Chess Sets: 4" x 4" crafted using laser cut pieces and hand painting, many patterns & colors

Work Experience

• Landcare Student Gardener

Oct. 2019 - Present

UMN Facilities Management, Minneapolis, MN

Manage campus landscape features for functional and aesthetic purposes, work in teams of 2-5 and independently

• Referee, Assistant Referee

Apr. 2014 - Present

US Soccer, MN

Know and enforce the laws of soccer for youth leagues and tournaments, communicating with players and coaches, building assertiveness and leadership skills