Jeremy Kerbs

SYSTEMS DESIGN ARCHITECT · PRINCIPAL- AND STAFF-LEVEL PRODUCT SYSTEMS DESIGN, PHYSICAL + DIGITAL

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20+ YEARS SHIPPING PHYSICAL AND DIGITAL PRODUCTS	**16** GRANTED US PATENTS	**5** INDUSTRIES: MEDICAL, DEFENSE, SPACE, CONSUMER, SOFTWARE

01 Summary

Systems design architect bridging physical and digital products. I align user-centered design with engineering, DFM, and platform-scale process — design systems, internal tooling, and AI-assisted workflows that connect design to code. More than 20 years from CAD and mass-manufactured goods through regulated neuromodulation and defense UX to platform design operations at Trimble SketchUp. Fluent enough in the technical stack to build the tooling myself.

02 Experience

Senior User Experience Designer
Trimble Inc. / SketchUp · Westminster, CO
SketchUp since Jul 2024; before that, SysQue, Connec2Fab and SmartTools (Apr 2022 – Jul 2024)

Apr 2022 – Present
▲ DESIGN OPS

- Defined end-to-end product lifecycle process using AI-assisted design workflows, enabling collaboration across product, UX, engineering, QA, and leadership.
- Built design libraries and publishing pipelines that push icons and components into developer repositories, shortening design-to-code handoff; built internal tooling for the design team.
- Led SketchUp modernization research and new interface architecture with supporting artifacts for platform evolution.
- Architected hierarchical UI system with atomic components registered against engineering's build system, replacing a flat interface model.
- Planned a multi-phase SysQue experience upgrade: an interface refresh first, then a rebuild of several existing tools.
- Designed Connec2Fab productivity tools from customer research and feedback, and new SmartTools modules, including a system to request content and report errors.
- Worked with the Modus design system team to implement Microsoft Fluent UI.

Product Design Engineer / UX Designer
Sherpa 6, Inc. · Littleton, CO

Jun 2019 – Mar 2021
● HUMAN SYSTEMS

- Supported development of US Army and Microsoft Integrated Visual Augmentation System (IVAS).
- Designed application interfaces for Watchtower, a tactical MDM solution for military use; provided manual testing support for the Watchtower package.
- Designed and implemented a modular edge computing package integrated into a mobile vehicle platform.
- Modeled a mesh network traffic analysis package for harsh conditions, providing real-time network health monitoring.

Usability Engineer / UX Designer
Nuvectra · Broomfield, CO

Feb 2017 – Jun 2019
● HUMAN SYSTEMS

- Created directSTIM™ DBS clinician programmer interfaces for Parkinson's therapy on a shared hardware platform; the design shipped in the CE-marked system (2019).
- Led Algovita® SCS clinician suite redesign and peripheral package for learnability and clinical workflow.
- Proposed and designed a self-initiated Virtis™ SNM redesign with no budget; informal prototype testing showed a 62% improvement in task performance.
- Developed disposable PNE connector block for intraoperative lead placement; redesigned PPC charging system and implantable devices for cost, usability, and robustness.

Design Engineer
Kodo Kids · Broomfield, CO

Oct 2015 – Apr 2016
■ PRODUCT SYSTEMS

- Increased profit margins by optimizing legacy product designs for efficient production.
- Directed organizational-wide lifecycle process adopted by executives to reduce redundant effort and improve information transfer.
- Ran user research through interviews, observation, and usability testing of prototypes to refine designs before public release.

Designer / R&D Technician / Machine Shop Supervisor
ColdQuanta, Inc. · Boulder, CO

Sep 2012 – Sep 2015
■ PRODUCT SYSTEMS

- Developed precision machining for silicate components; secured phase 1 and 2 government contracts.
- Designed and manufactured International Space Station components; built embedded instrument enclosure and software UI.
- Created branding, trade show assets, and technical documentation; trained colleagues on equipment and software.

Industrial Designer
MAGPUL INDUSTRIES CORP · Erie, CO

Jul 2010 – Mar 2012
■ PRODUCT SYSTEMS

- Earned 10 US design patents for rail systems, a fixed carbine stock, and magazine couplers; co-inventor on the MSPAS modular stowage patent application.
- Partnered with engineering, testing, and production through tooling; established automated in-house sewing line.
- Defined product development process with operations executives; user research and usability testing through release.

Detailer / IT Help Desk · **STEELBUILT CORPORATION** · Colorado — **Aug 2003 – Jul 2009** ◆ FOUNDATIONS

Design Consultant · **Droid Replicator** · Broomfield, CO — **Feb 2002 – Present** ■ PRODUCT SYSTEMS

03 Skills

DESIGN SYSTEMS & OPS	Design systems · Design-to-code pipelines · Process design · AI-assisted workflows · Internal tooling
UX & HUMAN SYSTEMS	Interaction design · User research and testing · Medical and defense UX · Embedded interfaces
INDUSTRIAL DESIGN	Concept to production · DFM (injection molding, cut-and-sew) · 3D CAD and rendering · Prototyping
PREFERRED TOOLS	SolidWorks · Fusion 360 · KeyShot · Affinity · Figma · Cursor · Claude

04 Education

BS Industrial Design Metropolitan State University of Denver · 2007–2010 · GPA 3.7 · IDSA

AS Architectural Design Westwood College of Technology · 1998–2000 · GPA 3.2

05 Interests

Archery · Bicycles · Exploring · Outdoors · LEGO · Electronics · Maker movement · Jeep · Gardening · Cooking