

MIKE WARREN

CREATIVE TECHNOLOGIST | PRINCIPAL SYSTEMS PROTOTYPER

Creative Technologist and Systems Prototyper with 15+ years of experience bridging software engineering, physical fabrication, and human behavior. Expert at translating abstract concepts into functional, high-fidelity prototypes. Proven track record of aligning engineering, design, and product strategy under high ambiguity.

CORE EXPERTISE

Translating complex systems into intuitive experiences that improve adoption, readiness, and decision-making.

- **0-to-1 Prototyping & Fabrication:** Physical-Digital Crossover Systems, Rapid Hardware Iteration, Spatial Installations.
- **Systems Thinking & Decision Architecture:** Behavioral Systems Design, Cognitive Load Reduction, Logic Frameworks, Interactive Simulations.
- **Emerging Tech & Technical Translation:** AI Experimentation, Cloud Automation, Cross-Functional Engineering Alignment.

TOOLS & METHODS

Experience prototyping • Physical fabrication • Microcontroller integration • CAD/CAM (Fusion 360) • Interactive simulations • Behavioral research • Journey mapping • Systems thinking • Cognitive design • Adobe Creative Suite

SELECTED IMPACT HIGHLIGHTS

- Designed interactive decision-support tools that simplified complex product ecosystems, reducing user drop-off and support tickets.
- Built digital onboarding platforms that replaced legacy, manual training programs—increasing active user engagement and readiness.

PROFESSIONAL EXPERIENCE

Project Manager - Learning Media (Creative Technologist) | [Simpson Strong-Tie](#) (June 2021 – Present)

- **Built and deployed the company's first modular media studio and prototyping lab**, converting three unutilized corporate environments into an agile production facility using custom rack framing and adjustable lighting systems.
- **Developed AI-powered decision-support and reactive software solutions** as internal tools for field sales teams, translating complex structural engineering metrics into interactive utilities.
- **Applied cognitive design principles to simplify complex user flows**, reducing the time and effort required for builders to run structural calculations
- **Executed critical data migrations to transition content and tools between platforms**, ensuring database continuity and faster internal sprint release loops.
- **Led rapid prototyping laboratories with structural engineers and executives**, transforming complex telemetry data and technical briefs into testable, customer-ready physical and digital prototypes.

Brand Experience Strategist & Journey Designer | [Autodesk](#) (November 2017 – April 2020)

- **Designed scalable physical-digital experience systems** and interactive design frameworks connecting advanced cloud-based product ecosystems (CAD/CAM/generative design) with emerging engineering professionals.
- **Partnered with elite enterprise cohorts**, including Airbus and the Smithsonian, translating high-complexity technical specifications into structured customer narratives, interactive touchpoints, and user flows.
- **Executed end-to-end creative sprints as a full-stack designer**, translating initial ambiguous briefs into commercially validated, highly scalable software engagement solutions.

Manager, Content Production | [Autodesk](#) (February 2015 - November 2017)

- **Directed a multidisciplinary UX and design team** focused on building programmatic experience systems, reusable interaction models, and technical content architectures rooted in cognitive science.
- **Co-designed high-profile interactive brand activations** and rapid prototyping initiatives alongside global technical partners, including Ford, Home Depot, and Craftsman.
- **Leveraged audience search telemetry, behavior metrics, and continuous feedback data** to isolate user experience friction, optimizing complex platform-level discovery pathways.

Experience & Prototyping Lead | [Instructables.com](#) (Autodesk) (January 2009 - February 2015)

- **Designed and fabricated over 300 media-rich hardware, software, and physical computing prototypes** to test platform mechanics and drive community-level engagement.
- **Managed full-cycle project production**, spanning custom fabrication, microcontroller hardware integration (Arduino/circuitry), technical scripting, and on-set video direction.
- **Collaborated with tier-1 consumer brands** to engineer open-source toolkits and parametric design blueprints, successfully translating abstract capabilities into accessible, functional realities.

EDUCATION

- M.Sc Behavioral Science - Purdue University (2024)
- B.Sc Construction Management - British Columbia Institute of Technology (2011)
- Certified Human-Centered Design Practitioner - Luma Institute (2018)
- Project Management Professional - Association for Talent Development (2024)