

# Bill R. T. Kenny

P.O. Box 50344  
Oxnard Ca. 93031

Phone: (805) 758-2903  
Email: bill@designingmodels.com

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## OBJECTIVE

Full time Sr. Model Maker or a Supervisory position in the scale model, mock up & prototype industry utilizing my skills and ability to work as a team member to contribute to building some of the finest models being produced.

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## QUALIFICATIONS

- Over 30 years modeling experience.
- Able to manage and motivate crew.
- Train new personnel to be fast and efficient.
- Complete jobs on time and on budget.
- Able to build museum quality models.
- Can visualize in 3 dimensional shapes.
- Able to develop breadboard type models for engineering evaluation.
- Extensive experience with silicone and resin molds.
- Extensive experience in casting materials and techniques.
- Experienced with all tools and machinery used in the modeling industry.
- Review engineering information and model design to determine methods and sequence of operations to build models.
- Develop and construct holding fixtures, jigs, special tools, fittings, templates, patterns and molds used to construct models.
- Examine and review patent claims and determine ways to walk around claims to avoid patent infringement.
- Able to work accurately in any scale from technical drawings, photographs, sketches or just a verbal description.
- Extensive history in remote control model building and operational use.
- Shape and hand finish models to required contours and tolerances, using tools and work aids.
- Work hand in hand with engineers and production factory's to develop products.
- Brainstorming for future product development.

## WORK HISTORY

### **Visual Dimensions      1-94 – 9-99** **Tustin Ca.**

- ◆ Hired as a model maker and promoted to lead model maker in 30 days.
- ◆ Consumer product prototyping for telecommunications company's.
- ◆ Building full scale medical equipment prototypes.
- ◆ High volume production castings of various materials.
- ◆ Machining using machines in the prototyping industry.
- ◆ Automotive concept models for major automotive manufactures.
- ◆ Finish work, color match painting and applying INT's and printed decals.
- ◆ Build trade show display models and concept models.
- ◆ Conceptual foam study models including ½ scale Dodge Viper.
- ◆ Remodel shop and customize office interior and build office furniture.

**Sonos Models inc.            9-99 – 3-01**  
**Huntington Beach Ca.**

- ◆ Fabricating and engineering toy prototypes for major fast food chains kids meals.
- ◆ Redesign and resolve engineering problems.
- ◆ Pressure casting and hollow casting.
- ◆ Mold making including very complex multiple piece molds.
- ◆ Fabricating toys with complex mechanisms and electronic circuits.
- ◆ Vacuum forming and building master plugs.
- ◆ Composite molding of various designs and complex shapes.
- ◆ Building trade show display for company exhibits.
- ◆ Sculpting complex shapes from various materials.
- ◆ Remodel office interior and build custom furniture.

**R&D Technical Services - A&M Models            3-01 – 9-02**  
**Baldwin Park**

- ◆ Hired as a Model Maker and promoted to lead Model Maker in 90 days, then to shop foreman within 180 days of hire.
- ◆ Able to meet deadlines within budget.
- ◆ Instructing others to be able to bring out their best abilities while improving their productivity.
- ◆ Build aerospace display models for corporate heads at NASA and satellite manufacturers.
- ◆ Build flight boxes for flight testing for BAE.
- ◆ Working with inventors in building prototypes to prove out their designs to obtain patents.
- ◆ Design and build trade show displays for company exhibits.
- ◆ Machining, Welding, brazing, soldering, electronics and CAD work.
- ◆ Designing, building flight ready exotic experimental remote control aircraft for clients.
- ◆ Build experimental gun pods for military use.

**Lanard Toys Inc    11-02 - 6-06**  
**Oxnard Ca.**

- ◆ Hired as one of two 3D Designers in the US and after 2 years became the only 3D Designer in the US.
- ◆ Patent research and development.
- ◆ Product brainstorming.
- ◆ Training product designers to build basic modeling and painting skills.
- ◆ Assist and train new product designers in developing producible toys.
- ◆ Build engineering breadboard models.
- ◆ Assist Hong Kong factory's in technical issues.
- ◆ Developed imitation carbon fiber painting technique.
- ◆ Developed new weathering technique for aging toys.
- ◆ CAD work.
- ◆ Develop complex mechanisms and electronics.

**Further details can be provided along with portfolio photographs of my work if necessary.**  
**I am also willing to relocate for the right job.**