



# Charles Etienne

Hardware Product Development — Concept to Production

I take hardware products from concept to production — 25 years across mechanical, electronic and software products.

Industrial and mechanical design, project management for multi-product lines, design for manufacturing, sourcing, compliance and contract manufacturing.

Product strategy, roadmap and specifications, built from scratch as a CTO — along with the development process around them.

Co-founder of a Los Angeles musical electronics company, taking our own products from sketch to shelf.

Skilled in 2D and 3D CAD (SolidWorks, Blender) and work-management tools; builds hardware with agentic AI (LLM agents running KiCad and FreeCAD through MCP). Fluent in English and French.

☎ 818-399-6992

✉ liegev@gmail.com

🌐 charlesetiennedesign.com

🏠 Los Angeles, California

🇺🇸 Citizen of the US, Canada & EU (Belgium)

## California State University, Northridge

Bachelors of Science, Astrophysics

## CA Commission on Teacher Credentialing

Designated Subjects CTE Credential — Engineering & Architecture (Preliminary, issued July 2026)

30-Day Substitute Teaching Permit

## Dassault Systems

Certified Product Development Manager

## CPR Today! Academy

CPR/AED Certified through 2028

## National Futures Association

Associate Member (Expired)

## Broadcast Music International

## Olinthus

Los Angeles, California  
April 2023 - Present

## Wm. S. Hart Union High School District

Santa Clarita, California  
Sept 2025 - Present

## Two Notes (Orosys SAS)

Montpellier, France  
March 2022 - January 2023

## Strymon (Damage Control Engineering)

Thousand Oaks, California  
June 2011 - February 2022

## Ape Advertising Group

Los Angeles, California  
2009-2011

## Line 6 Inc. (Yamaha Guitar Group)

Calabasas, California  
2007-2011

## The Trademaven Group

Valley Village, California  
2005-2007

## Global Futures Exchange and Trading Company

Encino, California  
2003-2005

## Warner Special Products (Warner Bros. Records inc.)

Burbank, California  
2002-2003

## Snap Films Inc.

NYC, New York  
2001-2002

## Lavesky Music House Inc.

NYC, New York  
2000-2001

## Co-Founder

Launched a Los Angeles-based boutique musical electronics company turning clever, story-driven hardware ideas into products musicians love. Bootstrapped the venture from sketch to shelf, selling out the first product within months. Oversee the product lifecycle—hardware, regulatory compliance, manufacturing, and global fulfillment—while leading front-facing marketing and an original narrative comic universe that converts fans into loyal customers.

## Substitute Teacher - Science & Math

Teach high school science and mathematics across a nine-school public district—translating complex technical concepts for brand-new audiences, daily.

## CTO - Director of Product Development

Directed product development for hardware and software audio products. Built strategy, roadmap, and product specifications from scratch to integrate efficiently with distributors and retail partners and maximize customer experience. Implemented large-scale workflow reform: transparent budgeting, project management tooling (Asana), and a clear, effective approval process for design changes.

## Project Manager Jan 2020 - Feb 2022

Ran project management for a 17-product line at a small, fast-growing company. Part of a tight cross-functional team of 10+ engineers, designers, and programmers—keeping releases on schedule, building an internal knowledge base that cut task turnaround from months to weeks, and helping take the commercial plug-in division from a three-year stall to launch-ready in under eight months.

## Industrial Designer Jan 2018 - Dec 2019

Oversaw all industrial design for 15+ audio equipment product lines—UI, UX, Mechanical, Wordmark, Quick Starts, product displays—with 100% on-time completion. Earned 10+ industry awards, helped capture 25% new market share in the power supply and eurorack sectors, and cut prototype creation time from 1 month to 3 days.

## Mechanical Designer → Senior Mechanical Designer

June 2011 - Jan 2018

Produced 2D and 3D CAD models, engineering drawings and prototypes for hardware audio products. Key member of the team that deployed the company's PDM system, improving sourcing and procurement efficiency.

## Project Manager

Ran project management for a small advertising company of my own, alongside my work at Line 6.

## Engineering Assistant / Repair Technician

Entry-level engineering for amplifier development and technical support operations at a high-volume musical instrument manufacturer—strategic team coordination across RMAs, FAQTRAQ, and customer telephone support.

## Technical Support Supervisor

Managed a team of three customer support representatives at a time-sensitive trading-software company. Oversaw training and support of the online trading platform and produced user guides, training videos, and live web seminars.

## Futures Broker, Series 3 License

Opened client accounts and managed successful rollouts of new products in a fast-paced, high-risk environment. Ran the margin desk and increased the client list 10x.

## Copyright Coordinator

Scoured dusty old records to find publishing rights for previously released recordings—faxes, emails, and confirming mechanical splits for classic songs. (Okay, not quite espionage, but I did use a fax machine.)

## Assistant Director

Directed and edited high-quality, short-format marketing videos in the Avid editing system for clients including Harper Collins and Seventeen Magazine.

## Assistant Sound Engineer, Musician, Composer

Assisted recording sessions and sound design for MTV and Nick Jr.