



ABOUT

I take 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.

As a CTO, brought cohesion and discipline to a product pipeline — a roadmap grounded in customer feedback, and development aligned with marketing.

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; uses AI tools in CAD and purchasing. Fluent in English and French.

SKILLS

Industrial design

Mechanical design

Project management

Design for manufacturing

Sourcing

Compliance

Contract manufacturing

SolidWorks

Blender

Asana

English

French

CONTACT

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Los Angeles, California
US, Canadian & Belgian (EU) citizen

Charles Etienne

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EXPERIENCE

APR 2023 – PRESENT Los Angeles, California	Co-Founder — Olinthus Co-founded a Los Angeles musical electronics company and took three pedals from sketch to market through repeated production runs. Supply chain. Run the contract manufacturer and the chassis and PCB suppliers in China: specifications, samples, purchase orders and landed cost. Brought laser marking and 3D printing in-house. Business development. Built distribution in Japan, Canada and France alongside our own store, Amazon, Reverb and Etsy. Team. Work with freelance engineers, designers and an animator; my co-founder leads marketing. Also regulatory compliance, UPC codes and fulfillment.
MAR 2022 – JAN 2023 Montpellier, France	CTO, Director of Product Development — Two Notes (Orosys SAS) Brought cohesion and discipline to the product pipeline for hardware and software audio products: bridged product development and marketing, grounded the product roadmap in direct customer feedback, and decided which initiatives were realistic given the team's bandwidth and resources.
JUN 2011 – FEB 2022 Thousand Oaks, California	Strymon (Damage Control Engineering) Mechanical Designer → Senior Mechanical Designer → Industrial Designer Industrial Designer, 2018–2022. Oversaw all industrial design across the audio product lines —UI, UX, Mechanical, Wordmark, Quick Starts, product displays—delivered on time. Earned multiple industry awards, helped win new market share in the power supply and Eurorack sectors, and cut prototype creation time from weeks to days. Mechanical & Senior Mechanical Designer, 2011–2018. 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.
2007 – 2011 Calabasas, California	Engineering Assistant / Repair Technician — Line 6 Inc. (Yamaha Guitar Group) 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. <i>Alongside Line 6, 2009–2011: Project Manager of Ape Advertising Group, a small advertising company of my own.</i>
2000 – 2007 Los Angeles & New York	Earlier Technical Support Supervisor, The Trademaven Group (2005–2007) · Futures Broker, Series 3 License, Global Futures Exchange and Trading Company (2003–2005) · Copyright Coordinator, Warner Special Products, Warner Bros. Records Inc. (2002–2003) · Assistant Director, Snap Films Inc. (2001–2002) · Assistant Sound Engineer, Musician, Composer, Lavesky Music House Inc. (2000–2001)

EDUCATION & CREDENTIALS

California State University, Northridge Bachelor of Science, Physics (Astrophysics)	CA Commission on Teacher Credentialing Designated Subjects CTE Credential — Engineering & Architecture (Preliminary, issued July 2026)
Dassault Systèmes Certified Product Development Manager	CPR Today! Academy CPR/AED Certified through 2028
National Futures Association Associate Member (Expired)	Broadcast Music International Member