



Personal Statement

I am a highly motivated designer with a strong multi-disciplined design skillset who can work effectively individually or as part of a team. Since graduating as a product designer, I gravitated towards the more creative nature of digital design and have been working as a freelance designer on projects such as branding and logo design.

I have since decided to follow my true passion of working in the gaming industry. I have built up a basic understanding of C# and have created multiple prototypes within Unity to strengthen my repertoire. Now, in 2017 I am looking to work on projects where I can express my creative abilities within a like-minded team that shares my same passion for games. I have been playing games my whole life and have extensive knowledge of the industry; I am now looking to translate my knowledge, experience and tools from my design background into creating games myself.

I take pride in my design qualification from a leading University in the field, as well my ability to establish original ideas and concepts of high quality, for which I have developed the technical expertise to see these ideas through all stages of development to completion in a variety of design disciplines. I believe my design background has given me a fantastic overall perspective on design and I am confident that my varied skillset can translate well into a variety of roles.

Education

Loughborough University

2008 to 2012

Degree Classification: **BSc Product Design and Technology (Hons.) (First Class)**

Final Year Major Project: **Cogs** - a safe social networking device for children aged 7 to 12, which incorporates augmented reality collectible creatures.

Final Year Dissertation Title: *Emerging technologies and their impact upon mobile devices and their applications.*

Modules Studied: Computer-aided Design, Design Communication, Design Context, Design & Manufacture Technologies, Design Practise, Electronics, Drawing for Design, Engineering Drawing, Ergonomics and Design, Interaction Design*, Mechanics, Prototyping for Design, Sustainable Design**.

* = final year module choice
** = second year module choice

Enfield Grammar School

2001 to 2008

A Levels: Product Design (B), English Literature (C), Maths (D).

AS Levels: Economics (D).

GCSEs: Graphic Design (A*), English (A), English Literature (A), ICT (Short course) (A), Religious Education (Short Course) (A), Maths (B), Business Studies (B), Double Award Science (BB), Physical Education (B), French (C).

Employment

Freelance Designer

2013 to 2016 // **Product & Graphic Design**

Freelance design projects in a number of design disciplines completed for clients:

- > 3D modelling
- > Engineering drawing
- > Photo-realistic rendering
- > Graphic artwork
- > Logo design work

CCDI - Chrome Cherry Design & Innovation, London
10/2014 to 01/2015 // **Product Designer**

Working on a variety of multi-disciplined projects as part of the design team. Concept generation on various projects, graphic design & logo design, mobile app concept development and new business development.

Major project: Lead designer on two furniture pieces for a premium furniture company: Concept development and finalisation in collaboration with the client, Ergonomic assessment, Manufacturing feasibility assessment and research, CAD modelling & engineering drawings, Supplier development / liaising with furniture manufacturers.

Mathmos, London
08/2010 to 06/2011 // **Product Designer**

An eight month product design internship before entering my final year of studies, as part of a four year sandwich course.

Responsibilities included concept generation, sketching, CAD modelling, photo-realistic rendering as well as graphic design. In further detail, product instruction manuals were created within Adobe Illustrator, which involved converting product CAD files into vector line drawing storyboards.

Numerous CAD models were created within Solidworks for existing products as well as new product developments. I collaborated with external graphic designers and produced a manufacturable 3D model from their 2D artwork. This product is now being sold in multiple countries worldwide.

Design Skills

Adobe Photoshop (CS5) ● ● ● ● ●
Adobe Illustrator ● ● ● ● ●
Adobe Flash ● ● ● ● ●
HTML & CSS ● ● ● ● ●
Microsoft Office Suite ● ● ● ● ●

Creo 2.0 (Pro/Engineer) ● ● ● ● ●
Solidworks ● ● ● ● ●
Keyshot ● ● ● ● ●
C# Coding ● ● ● ● ●
Unity Game Development ● ● ● ● ●

rating scale (0 = no skill, 5 = highly proficient)

Interests

In my free time I enjoy sports such as football (soccer), tennis and table-tennis and have participated in each to a reasonable level of competition. I also enjoy playing videogames and watching TV and movies.

I hold a keen interest in graphic design, more specifically minimal design as well as typography, branding and logo creation along with web design. I learnt HTML & CSS to develop my personal website and would like to develop these skills further in the future. Coming from a product design background, I still keep up-to-date with recent technological advancements as I believe this knowledge allows me to better understand potential innovations when developing design solutions.

I am currently focused on further developing my C# skills to create games and prototypes within Unity. Gaming is my greatest passion, so I am looking to work within the gaming industry in the near future.

References

Available upon request.

