

oliverrees

PRODUCT DESIGNER

PERSONAL INFORMATION:

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DESIGN SPECIFIC SKILLS:

RESEARCH:
CONDUCTING SURVEYS,
ANALYSING SCIENTIFIC
JOURNALS AND BRITISH
STANDARDS, ORGANISING
WORKSHOPS AND
OBSERVATION TRIALS

IDEATION:
SKETCHING AND SKETCH
MODELLING

CAD:
SOLIDWORKS, RHINO AND
KEYSHOT RENDERING

PRESENTATION:
INDESIGN, ILLUSTRATOR,
AND PHOTOSHOP

PROTOTYPING:
SKILLED IN WOOD,
PLASTIC AND METALWORK.
AND SIMPLE ELECTRONICS
FOR WORKING MODELS

PHOTOGRAPHY:
SKILLED PHOTOGRAHER
FOR THE PURPOSES
OF RESEARCH AND
MARKETING AND SKILLED
IN LIGHTROOM EDITING

Product Design graduate with an Upper Second Class degree from Brunel University, London. Particularly interested in human factors, eco and experience driven design. Currently at Pearl Healthcare, but looking to return to the creative industries where I can fulfil my potential.

EMPLOYMENT HISTORY

Oct 2016 to present: Operations Coordinator for Pearl Healthcare

Role: To design and implement group-wide procedural changes to improve efficiency and compliance; manage the day-to-day running of head office; and provide support to each of the subsidiary companies.

- Observed staff to understand existing processes; the strengths and weaknesses of those processes; and where mistakes were made.
- Designed, proposed, and implemented technological solutions.
- Devised audits to highlight shortcomings and reduce human error.
- Improved 3 CQC ratings from "Requires improvement" to "Good".

July to Oct 2016: Freelance CAD Designer at No.22

Role: To interpret and realise the client's ideas and create CAD files to aid in the development of home furnishings to add to the existing range.

- Researched No.22 to gain an appreciation of the brand's messaging.
- Translated the founder's ideas from sketches to Rhino CAD models.
- Created renderings to help the client visualise the products before investing in prototyping.
- This is now on sale at Liberty & Harvey Nichols, in London.

June 2015 to July 2016: Project Manager at Sherwood Homes

Role: To oversee and manage the sympathetic conversion of a Victorian townhouse into flats.

- Drafted floor plans and designed kitchen and bathroom spaces.
- Maintained spreadsheets for all income and expenditure to monitor the project's short term costs and long term financial success.
- Coordinated and supervised all of the tradesmen duties.
- Liaised with the architect to ensure plans were followed correctly.

September 2014 to May 2015: Collaborative Designer with Mowat & Co.

Brief: To design and develop a warm to the touch handrail to add to their 'Holt' range of architectural fixtures.

- Researched building regulations and standards to ensure designs were compliant for commercial settings.
- Designed, rapid prototyped and tested rails to develop the best forearm support and grasp potential.
- Discussed the design with the manufacturers to ensure they were suitable for the available manufacturing processes.

EDUCATION

2011 to 2015: Brunel University - 2.1 honours in Product Design BSc.

- Modules included: Design for Manufacture, Contextual Design, Environmentally Sensitive Design, Human Factors, and Electronics.

SOFT SKILLS:

EXCELLENT WRITTEN AND VERBAL COMMUNICATION

CAPABLE OF WORKING UNDER PRESSURE

CONFIDENT DECISION MAKER

TEAM WORKER

CONFIDENT PUBLIC SPEAKER

ADVANCED NEGOTIATION SKILLS

ADVANCED SKILLS IN EXCEL, OUTLOOK AND WORD

INTERESTS:

SINGING AND RECORDING MUSIC

ACTING AND EXTRA WORK

PHOTOGRAPHY

PAINTING

TRAVEL AND LEARNING FROM DIFFERENT CULTURES

EXPERIENCING NEW THINGS

REFERENCES:

AVAILABLE ON REQUEST

UNIVERSITY PROJECT EXAMPLES

Contextual Design Project

Brief: To work in a team to research a specific brand, reposition it to a new market sector & design a new range of products.

- Chose a brand that has a potentially dangerous business model.
- Undertook research by interviewing users of their products, researching the company's social media presence and by performing an in depth brand audit to establish their values and current target market.
- After researching into emerging trends we repositioned the brand into a new sector - well being.
- Developed new 'cutting-edge' products, through sketching & CAD, that aligned with the chosen brand's key values.
- Built aesthetic models to support the proposal and demonstrate the developed CMF palette.

Human Factors Project

Brief: To work in a team to research a market sector and design new human centred product solutions.

- Managed the project with my excellent planning and communication skills to ensure the design goals were met in a timely manner.
- Organised an immersion workshop to gain an understanding of people's experiences with DIY tasks both positive and negative.
- Designed a range of tools that have a strong basic appreciation for anthropometrics, ergonomics and human psychology and that made DIY less overwhelming and more user friendly.

Environmentally Sensitive Design Project

Brief: To perform an in-depth life cycle analysis (LCA) of a product of my choice and design a more environmentally friendly solution.

- Disassembled a kettle to key components and performed an LCA.
- Established which phases were most costly to the environment, to influence suggested improvements.
- Using Eco Design strategies conceptualised 'green' alternatives.
- Applied the Eco Radar technique to shortlist those with the greatest improvements.
- Finally a further LCA was made for the new design to assess how successful the final solution was in comparison to the original product.

Lighting Design Project (with Philips)

Brief: To design a luminaire that is fully manoeuvrable and lockable for a high end retail / museum environment, for a specified LED module.

- Researched current market, and developed a new luminaire movement and locking mechanism, aided by a series of sketch models.
- Researched existing lighting components and designed a new heat sink to prolong the modules lifespan.
- Presented the concept to Philips for an initial review and applied feedback to develop internal wiring system.
- Made a working prototype to demonstrate the physical mechanisms, lighting effect, and general aesthetic.
- Created drawings, and general assemblies to aid manufacturing.