



Contact

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Overview

I'm a confident, motivated and ambitious lead designer with over fifteen years' design and engineering experience. Combining the flair and creativity of a designer with logical mind of a technically astute Chartered Engineer, I have a keen eye for detail along with a comprehensive knowledge of engineering principles. I excel in solving complex problems with simple, elegant solutions, technically sound while aesthetically considered.

I'm an active follower of the latest trends and technologies, manufacturing techniques, and materials/finishes along with suppliers capable of delivering them. I enjoy and am particularly adept at researching and exploring areas beyond my current expertise in pursuit of attempting something new and doing things a bit differently. I'm a strong team player and will make a leading contribution to any design team.

I'm also an active member of The Institution of Engineering & Technology.

Education

2001- 2006 Mechanical Engineering & Design - Brunel University

Master of Engineering - MEng Distinction

Bachelor of Engineering - BEng(Hons) First Class

1999- 2001 A-Levels: Castle Sixth Form Centre, Kenilworth, Warwickshire

Maths B Physics B Economics B General Studies B

1995- 1999 GCSEs: Kenilworth School, Kenilworth, Warwickshire

Design & Technology A* Maths B Physics B Biology B Geography A
English A English Lit B French C History A

Experience

2015- Present Design Lead - NRK Design : Hackney, London www.nrkdesign.co.uk

Through NRK Design I have taken on a range of diverse projects, as well as working in-house on contract on occasions when interesting opportunities have presented themselves.

Combining creative vision, technical knowledge, problem-solving, project management along with plenty of dedication, I have also offered design development, reverse engineering, and CAD modelling/rendering.

Clients have included; Beautiful Wonder, Chinchilla 3D, Jordan Design, Kesslers, The Beautiful Meme, 89Up, Motocaddy, Axa Health and Design Museum as well as leading product development under NDA.

2017- 2020 Special Projects Design Lead - DW Windsor : Herts

While the main focus of my role was leading design activities for special projects, I was regularly involved with concepts, NPD and design of the mainstream lighting product ranges, as well as those of sister company Urban Control; including the development of their new [Urban Node](#). Though special projects tended to be larger-scale permanent architectural lighting installations, related work took various forms. I supported the sales teams in client meetings and delivered presentations to clients regularly. My work helped win sizeable projects and new clients while expanding and strengthening the company's project portfolio.

Notable projects included two large-scale regeneration projects for northern coastal towns, one incorporating [illuminated architectural columns](#), and the other being [Tower Esplanade](#) in Skegness, which was highly commended in the Street Design Awards. I lead the development of the schemes, the design of the associated product, along with the manufacture and delivery. I designed a reworked set of iconic original [Stevenage New Town](#) 1960s street lights from archive photographs, generating visually perfect replicas, while incorporating the latest illumination and materials. I was also involved in the development stage for a notable flagship Central London project which when complete will help to shape the look and feel of the streets for future generations.

Aside from the above, I was able to take on and solve some interesting design challenges including the design of a range of [3D printable programming jigs](#) for accurately programming intricate circuit boards on the production lines, the first of which had already programmed over 25 thousand units without the need for servicing.

My design concepts were also used as the basis for some of the company's recent product ranges, while one of the company's products also received the Red Dot Award: Product Design.

2015- 2016 Lead Designer - Hothouse IWG : Park Royal, London

Hothouse specialised in taking on the design and development of unique promotional projects for in-house manufacture, as a one-stop-shop, to turn creative concepts into reality. They built up a reputation for being able to take on and deliver intricate and challenging projects in timescales that would be widely considered unachievable and won many awards in recognition of their achievements over the years.

I led design engineering for the company working closely with both directors and their team of skilled craftsmen to realise and enhance creative briefs and to continue the practice of delivering fantastically varied projects within tight deadlines.

Some projects completed during my time with the company included; a [sculptural installation](#) of 14 neon illuminated suspended figures up to 4.5 m in height spanning the 30 m central atria in Selfridges, Oxford St. A 5 m tall illuminated [Christmas tree installation](#) incorporating 300 full-size dining plates for Fairy. A [live-action billboard](#) for an X-Box product launch for Microsoft, and a [sinusitis simulation mask](#) for Nurofen. (Continued on next page)

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Experience (continued)

2015- 2016 Lead Designer - Hothouse : ParkRoyal, London (continued)

Further projects also completed for Hothouse include; a chocolate counter for Cadbury, and working prototype 'Kettle Kups' which boiled water in 4 minutes from batteries and were displayed at CES 2016 for a Pot Noodle promotion. A portable touring promotional coffee outlet for Nescafe and a Doritos branded [superhero accessory belt](#) for promotional use by star YouTube bloggers. I also designed an 8 m tall sculptural birdcage installation outside Kings Cross Station to house a Clio in celebration of its 25th year for Renault.

2007- 2015 Design Engineer: Product & Innovation - Endpoint : London Bridge

While leading design engineering for Endpoint I was responsible for the design of a great number of projects for some impressive and rightfully demanding clients. My role was always wide-ranging from project management, design and CAD modelling, engineering drawings and renderings to sketching and developing designs and ideas, problem-solving, prototyping and report writing.

Design Museum - I was involved in the design and development of architectural features for depicting graphics outside the new home of the London Design Museum following a consulting role on the early scheme. I was also involved in the design and development of product elements for an event at the museum at its previous location.

Apple - Responsible for design and development for a range of store related products for the UK and European markets, from the suspended in-store [Apple pendant](#) to the exterior [blade](#) and [fascia](#) logos as the physical embodiment of their brand. Apple treats these as their own products and so the quality of engineering, design, function, materials, finish and illumination are paramount.

NHS - Design, development project management and production of self-contained [Information Point Pods](#) which were highly commended in the Best Interior Product category at the Building Better Healthcare Awards. There is currently a set of 7 between Guy's & St Thomas' Hospitals. The portable vacuum-formed units unlock to reveal fold-out desks and chairs, with power and phones, and are fully illuminated with display content inside and out.

Tate Modern, Tate Britain & Tate Liverpool - I developed, engineered and project managed the construction of a range of [products for dispensing and displaying visitor guides](#). These varied from large stand-alone units for the Turbine Hall, to desk and wall-mounted units spread across the gallery levels. All units collect money securely yet allow quick access for ease of removal by staff, while all functionality and mechanisms are neatly concealed from view to avoid detracting from the minimalist styling. I was also heavily involved in the design and development of a [03.5 m chandelier](#), depicting the Tate logo repeatedly around the perimeter with each letter internally illuminated. This now hangs above the entrance of Tate Liverpool on the edge of the Albert Dock.

Knight Frank - Design, development, project and production management of a unique [window display system](#) tailored to their needs. I completely reworked the standard set up developing a floating frame system with all fixings hidden, suspended from a five-axis machined light emitting-acrylic core which at the time was unique. Knight Frank has since adopted this system nationally.

One New Change - Design, development and production of a range of products including the [blade signs and monoliths](#) which feature throughout the building, as well as [illuminated floor tiles](#) and other bespoke elements.

During my time with Endpoint, I worked for or in partnership with an array of leading architectural practices and design consultancies such as Pentagram, The Beautiful Meme, Cartlidge Levene, North, Arup Associates, PriestmanGoode, MoreySmith, and Studio Myerscough on diverse projects large and small.

2004- 2005 Project Engineer - Schefenacker Vision Systems - Portchester

Based in the Land Rover Design team, my role ranged from drafting, CAD modelling, and design work to problem-solving and supervision of lab testing. I also completed project work on the Volvo XC90, designing and testing a prototype bracket for a front wing mounted spotter mirror for the Japanese market and Aston Martin, regarding the development and testing of the V8 Vantage door mirror arms. The fact that the site included manufacturing, injection moulding, painting, assembly plants and facilities for laboratory testing allowed a great overview.

Skill Set

- Accomplished technical design ability, problem-solving, project management, leadership and design sketching.
- Accomplished design with SolidWorks (modelling, drafting, FEA analysis & Visualise rendering).
- Experience with InDesign, Pro Engineer, Catia, Rhino, Cinema 4D, Catia, Sketch-Up, Ideas, Alias.
- Accomplished with Illustrator, Photoshop, SmartSheet, CMap, FileMaker, Office Suite.
- Advanced knowledge of manufacturing techniques, materials, finishes and suppliers.
- Advanced knowledge of 3D printing, prototyping, suppliers, lighting and LED technology.
- Experience with injection moulding and associated design.
- Extensive engineering workshop experience with plastics, metals, woods; prototyping and reports writing.

Interests & Background

Living in Hackney since 2010 I have played an active role in the local thriving creative community. I am a keen photographer and have had photos published in Barbican literature and national and international press including The New York Times, and I am also the resident photographer at a popular local venue.

I have been involved with designs for the sets of Slumberland at Bestival and for Shangri-La at Glastonbury as well as multi-award-winning & Olivier Award nominated theatre group YMBBT, and I have recently undertaken a design masterclass with the theatre group Punchdrunk.

Together with a couple of friends, I have organised a series of Time Out recommended club nights, from which we gave our profits to charity. Following that I have also acted as a Time Out Tastemaker, reviewing for their website. I play both electric and acoustic guitar, enjoy writing music, reading, cycling and running. I also won a competition for a unique illusion design hosted by The Magic Circle.