



Profile

I am a product and furniture designer and specialise in mould making, metal casting and digital fabrication. My work explores material-led processes, in bio-materials and metals, finding combinations between natural forms & processes, digital technologies such as generative design software and 3D printing and historical references. I've found this experimentation to be highly rewarding and would love the opportunity to continue in different materials and techniques.

Education

Chelsea College of Arts, University of Arts London - No.1 in undergraduate Art & Design 2022 QS World Ranking **London, UK**
BA Product and Furniture Design | High Upper Second Class **2019-22**

- Material exploration in Wood, Metal & Ceramics
- Specialised in mould making, mycelium casting and lost wax bronze casting
- Experience with live projects and working for clients

Sothebys Institute of Art **London, UK**
Art Business & Contemporary Art, Semester Programme **2018**

- Developed and pitched art business start-up to investors
- Key Modules; Art Law, Global Art Markets, Auction Houses, Data analysis

Academic Project

BioRock Project - Coral Conservation & Artificial Reef Management **Gili**
Explored viability of seawater as an architectural building material through the BioRock process resulting in the creation of a furniture series **Trawangan,**
Research included training in Reef Management & Restoration, Artificial Reef Design, Marine & Substrate **Indonesia**
Species Identification & Coral Propagation **2024**

ORBIS - Sustainable Architecture Magazine & Website - www.orbis.cargo.site **London, UK**
Team Leader **2021**

- Created and managed a student-led magazine investigating the environmental and personal effects of current construction practices and materials. Exploring alternative materials and design styles to remedy this issue.
- Key Topics; Conflict of Concrete, Adobe Architecture, Mycelium Bricks, Curvilinear Architecture
- Developed and designed the 'Orbis' Website to include animations, articles, videos and art.

Work Experience & Exhibitions

BLAST Studio - Sustainable Furniture & Architecture **London, UK**
Production Assistant **2023-Present**

- Designing and Manufacturing bio-materials for use in 3D printing, CNC, injection moulding
- Experience in all aspects of small design studio - Business, Marketing, Production

Danny Lane Studio - Glass Sculpture & Furniture Design **London, UK**
Junior Workshop Technician **2022**

- Overseeing the organisation of the workshop, helping out with various tasks in wood, metal and glass
- Experience with sculpture installations, building various structures and maintenance of workshop equipment

ARTGO | Art Handling, Logistics & Storage **London, UK**
Art Technician **2023-Present**

- Experience with Art Installation, Art Transportation and Art Packaging

New Designers | Leading Graduate Design Show **London, UK**
Exhibitor - Furniture Design **July, 2022**

- Design exhibition showcasing the top design graduates from across the UK
- One of 9 students selected to exhibit from UAL

Skills

Making Skills Injection Moulding, Metal Casting - Lost Wax & Sand, Mould-Making - Silicon, Mycelium, Biomaterials, Vacuum Forming, MIG Welding, Woodworking

Digital Skills 3D Modelling, 3D Printing - FDM & Robotic Arm, Adobe Suite, Microsoft Office, Website & Graphic Design
