

Kia Ora!

I'm a 29-year-old Industrial Designer from Wellington, New Zealand, with a First Class Honours Bachelor of Design from Massey University. After graduating, I spent 18 months in New York City gaining valuable experience in my field before returning to Aotearoa, where I've continued to grow my practice through both freelance work and permanent roles.

My recent projects include designing retail interiors, custom furniture, and campaign props, alongside developing my career in industrial design through hands-on work and studio collaboration. I've also built my own workshop space, equipped with hand tools, power tools, and woodworking machinery, a creative playground for prototyping, experimentation, and making.

I'm seeking new opportunities to expand my skill set and take on fresh challenges. I'm a highly motivated and detail-driven designer with strong sketching, CAD modelling, and fabrication skills. I thrive in collaborative environments, enjoy solving complex problems, and am passionate about creating thoughtful, human-centred design solutions that have a meaningful impact.

Metco Engineering

2024-Current
Wellington

Reference available
on request

Industrial Designer

Currently working as an Industrial Designer at Metco Engineering, where I contribute across product development, visual communication, and digital content. My work includes designing client projects (e.g. street furniture, trophies, transport components), transitioning legacy systems into Metco's manufacturing workflow, and producing visual assets as the company's in-house photographer. I also lead the design of new product websites, supporting future launches through UX and brand-focused design.

Designbrand

2022-2024
Wellington

Reference available
on request

Intermediate Industrial Designer

Designbrand is a small industrial design consultancy working across a range of products. During my time there, I focused primarily on modular shelter and transport hub designs for Wellington's public transport system. My role included research, sketching, rendering, parametric modelling, and presenting concepts that integrated with an existing design system. I also contributed to prototyping, testing, BOMs, and production drawings, and was hands-on in the fabrication, assembly, and installation of several final designs.

StyleCraft Stairways

2021 - 2022
Wellington

Reference available
on request

Industrial Designer

At Stylecraft Stairways, I designed, site-measured, fabricated, and installed a range of high-end, custom staircases. This hands-on experience has deepened my understanding of the full product lifecycle and the importance of precise detailing and clear documentation. I've gained valuable knowledge in mass-production techniques and client collaboration, particularly on large-budget residential and commercial projects.

Snarkitecture

2017 -2018
New York City

Reference available
on request

Industrial Design Intern

During my time at Snarkitecture, I had the opportunity to explore and push creative boundaries while developing concepts for their object line. I was responsible for generating, refining, and pitching ideas—often in collaboration with renowned brands such as Artemide and Gufram. This experience was a key milestone in my design career, offering exposure to bold conceptual thinking and high-level creative collaboration.