



## Profile

I am a product and furniture designer and specialise in digital fabrication, mould making and metal casting. Working for small design studios as a junior designer and production technician, I have gained experience in product design, small-scale production and workshop/equipment maintenance. My personal work explores sustainable 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between natural forms & processes, digital technologies such as generative design software and 3D printing and historical references.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** - Ranked 1st in undergraduate Art & Design 2022 QS World Ranking **London, UK**  
**BA Product and Furniture Design** | High Upper Second Class **2019-22**

- Material exploration; experience in making with Wood, Metal & Ceramic
- Specialised in mould making 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 an Art Business idea and pitched to investors
- Key Modules; Art Law, Global Art Markets, Auction Houses, Data analysis

## Academic Projects

**BioRock Project - Sustainable Bio-Material & Artificial Reef Management** **Gili**  
**Trawangan, Indonesia**  
**2024**

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

**ORBIS - Sustainable Architecture Magazine & Website** **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, Vernacular & Curvilinear Architecture
- Developed and designed the Orbis Website to include animations, articles, videos and art.

## Work Experience

**ExtraBold | 3D Printing Manufacturing, Research & Development** **Tokyo, Japan**  
*Product Designer* **2024**

- Research and digital modelling related to the development and improvement of large scale 3D printers
- Maintenance and operation of large 3D printers

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

- 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* **2023-24**

- Experience with Art Installation, Art Transportation and Art Packaging

## Skills

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

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

