

RYAN GEELS

VICTORIA UNIVERSITY OF WELLINGTON, NEW ZEALAND
Bachelor of Architecture | **Architecture**
Graduate Diploma in Design Innovation | **Industrial Design**

New Zealand born Product and Experience Designer, currently residing in Portland, Oregon.

With 4 years of professional design experience, I bring fresh thinking with an adaptable skill set.

I apply user-centered design thinking to a variety of creative mediums and design outputs. My work spans disciplines with outputs focused on process, making, interaction and meaning. I'm constantly learning new skills to communicate ideas.

Curious + hungry.
Creative problem solver.
Thinker + Doer.
Experimentalist.

Mountainbiker • Guitarist •
Traveler • Photographer •
Snowboarder.

ACADEMIC WORK

Victoria University of Wellington
Research Assistant
Wellington, NZ • Nov 2012 - July 2014

Worked in various teams to research new applications for emerging multi-material 3D printing capabilities • Conceptualising, designing for manufacture, testing of adaptive, biological & healthcare objects • Solidworks + Rhino/Grasshopper 3D modelling, preparing physical 3D prints, recording data and critical writing.

Victoria University of Wellington
Industrial Design Tutor
Wellington, NZ • March 2013 - Nov 2013

Design tutor for an Honours Electrical Engineering class design-integration project • Led first and second-year Industrial Design Students in 'Digital Creation', introducing new design concepts, techniques and their relationship to various manufacturing methods • Solidworks CAD teaching • Critical thought, analysis and communication • Critique, feedback & grading.

SKILLS

Conceptual Design • Architecture •
Industrial Design • Research • 3D
Modelling • 3D Printing • Critical
Writing • CAD/CAM • Photography //
Video • CNC • Woodcrafting •
Furniture Design // Manufacture • Model
making // Prototyping • Graphic Design
• Fine Arts • UI/UX

AWARDS

2009 - 2011 • Hubbard &
Churcher University Scholarship

2012 - 2013 • Victoria University
Summer Research Scholarship

PROFESSIONAL WORK

Cinco Design Office
Environments Designer
Portland, Oregon USA • Dec 2015 - Dec 2016

Design consulting as part of the environmental design team, focused on distilling engaging original experiences for innovative brands such as Nike, Smith Optics and Electronic Arts.

Creative conceptual design • specialty/sport retail
• communal workplace design • Pop-Up shops •
• brand activations. I also had the opportunity to collaborate on brand design for print.

Aspect Furniture Systems
Industrial Designer
Wellington, NZ • Aug 2014 - Feb 2015

3D Modelling (Solidworks) of commercial furniture products for existing and custom client-spec jobs • Output of shop drawings and liaison with manufacturers • Product design/development • CAD automation of core products • Generating renderings & graphics for sales and marketing material.

Creative HQ - Product Futures
Industrial Design, UX/UI, Business & Marketing
Wellington, NZ • Nov 2013 - Aug 2014

Created a scalable physical and digital product from market research and problem validation • worked within a team of designers, engineers and developers • Concept generation, design development, customer interviewing and demo day pitching.

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SOFTWARE

Solidworks • • • • •
Keyshot • • • • •
Sketchup • • • • •
Illustrator • • • • •
Indesign • • • • •
Premiere Pro • • • • •
Photoshop/Lightroom • • • • •
Rhino/Grasshopper • • • • •
Arduino • • • •
Revit • • • •