

ADAM ROBINSON

Designer

12.07.1986

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EDUCATION

'05 - '09

The University of Leeds

International Masters of Design expected 09, 1st achieved to date.

Product Design Honours Programme (fourth year.)

Subject areas studied (amongst others) include:

- Design Research
- Design Policy and Integration
- Rapid Manufacturing
- Design Communication
- Professional Practice
- Sustainability
- User-Centred Design
- Business Management
- Psychology of Design
- Electronics
- Material Processing
- Studio

'07 - '08

Carleton University School of Industrial Design (Canada).

'02 - '04

Shelley College, Huddersfield.

A-levels in Product Design (A), Physics (B), Maths(C) and AS ICT.

EXPERIENCE

'09

Denby Dale Environmental Trust Commission

Constructed and managed the launch of a five page information/advertising website.

'07

Shelley Community Project Commission

Designed visual representations for information boards for a wildlife garden, funded by the National Lottery.

'02

Lifeguard/Acting Duty Manager

Throughout my time working as a lifeguard I have been required to work as an effective member of a team in high stress and high responsibility situations to form an effective response as both a team member and team manager. Further to this I have undertaken continual developmental training in team working, situation management and communication.

'02 - '09

Jaguar Engineering Work Experience

Two-week period working alongside designers on: research and development into future technologies, ergonomic considerations of interior design, rapid prototyping of concepts.

'02

ADA Chartered Architects LLP Experience

Two-week period working as a draftsman constructing working drawings by hand and with the use of Autocad.

'02

Abbey Holford Rowe Experience

Two-week period shadowing a site manager for a new shopping centre.

RELEVANT SKILLS

COMMUNICATION, LOGICAL THINKING AND PROBLEM SOLVING

- Product/industrial design both academically and corporately is, at a basic level, focused towards the generation of best possible solutions to defined problems through the combination of logical and creative thinking.
- Communication underpins this activity with the ability to demonstrate solutions or designs conveyed through verbal, written and visual language to a variety of people from fellow designers and other members of the development team to clients.