WILLIAM HOSIE PORTFOLIO

I am a versatile product design graduate from Nottingham Trent University. Throughout my time of study and previous work experience both paid and voluntary, I have developed a number of key skills, these include communication skills, organisational skills, problem-solving skills and time management. I'm also a keen sports participator in a number of adventurous sports and I'm always keen to try new activities and jump at any opportunity given to me.

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ABOUT ME

TECHNICAL SKILLS

- Confident with a range of IT packages including Apple Mac operating system, Adobe Photoshop,
 Illustrator, InDesign, AutoCAD, Solidworks, 2020 Design, Keyshot, Word, Excel, PowerPoint, internet and e-mail.
- Full, clean driving licence.

EDUCATION AND QUALIFICATIONS

2014 – 2018 Nottingham Trent University

Degree Product Design BA Honours 2.2

2012 – 2014 Brecon High School

2 A-Levels A – C Design and Technology (B), Geography (C)

Advanced Welsh Baccalaureate (Pass)

2007 – 2012 Brecon High School

9 GCSEs Grades A* – C Including Maths and double English

OCR Level 2 National First Award in ICT (Pass)

Intermediate Welsh Baccalaureate (Pass)

OTHER QUALIFICATIONS

2007 - 2016

Dassault Systèmes confers upon Mechanical Design at the level of Associate.

Cities and Guilds Kitchen Design and Planning

BTEC Level 2 Extended Certificate in Public Services (Distinction).

Duke of Edinburgh Bronze and Silver awards. Both achieved though Young Fire Fighters.

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Xpand is a child's trainer designed to increase in size, growing with the child through several foot sizes. The shoe's design will increase up to three-foot sizes using a simple sprung pin mechanism to adjust the size. This pin is hidden as part of the mid-soles aesthetic. When pulled it allows for the heel section to be moved backwards or forwards to change the shoe to the appropriate size for the child.

The shoe was designed for children with an average age of between 4–8 years old.

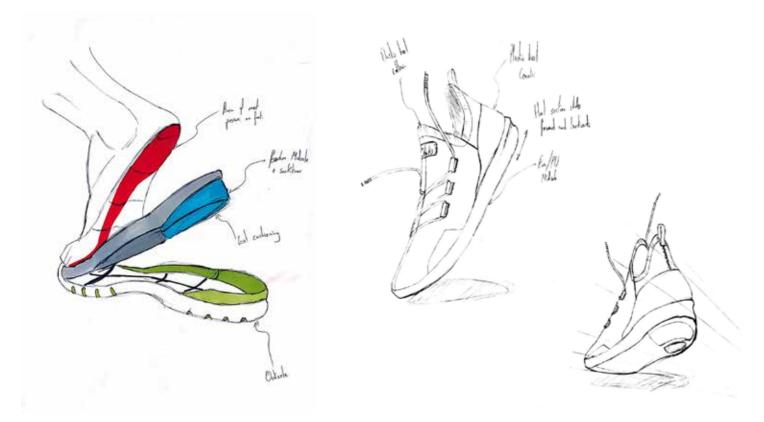
The shoes main purpose is to combat the cost to parents having to buy multiple pairs of shoes every year for their children when their feet grow quickly. This simple solution will help to lower the every errising costs of raising children in the 21st century.











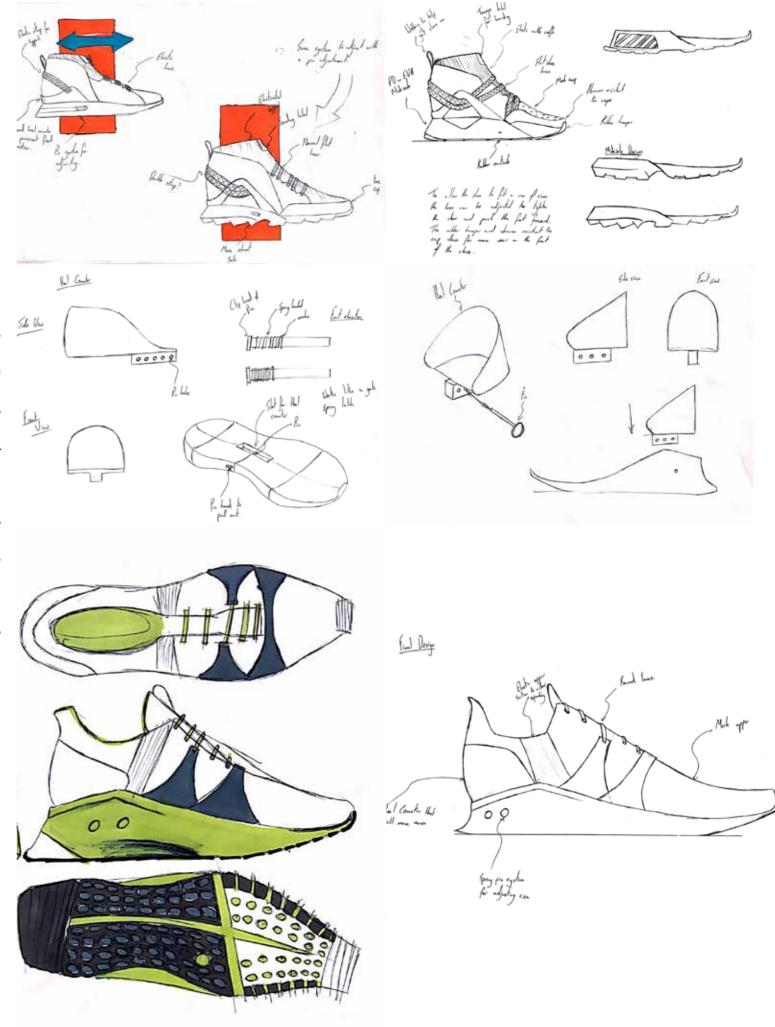




Xpand was my final year major university project where I was exploring developments in children's footwear. Expanding on the knowledge I had gained from my time at Adidas as an intern. To design and develop this project I employed a variety of tools and design process to achieve the final end goal. These included 3D CAD rendering programs including Solidworks and Keyshot, as well as traditional sketching and rendering, and model making.

To make the final prototype (shown on the previous page) I employed the use of 3D printing as it was a quick and easy way of producing custom parts I required for the final assembly. Although this was useful for the prototype, it would be unsustainable for the mass production of my final design.

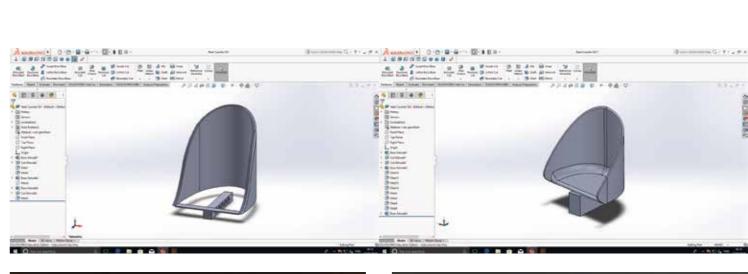
Across these next two pages is a collection of sketches, photographs and screen-shots showing the development of my design.







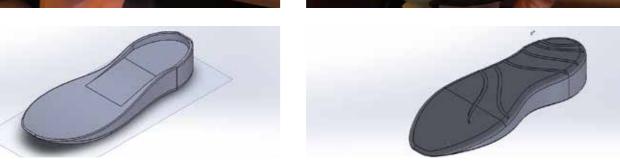






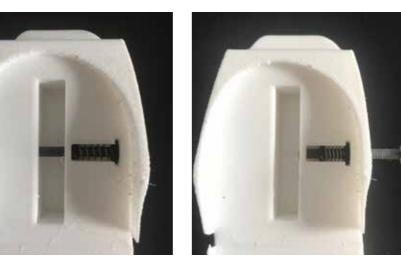
























Slight was one of my final year university projects, where I explored using materials for different uses to there normal intended use. Slight is a floor standing lamp made from Welsh Slate and copper, designed to showcase the natural beauty of the slate along with the complimenting copper. The aim of this product is to show that slate isn't only an industrial material and that it can be used for more elegant, uniquely designed products. As slate is a vastly underutilised material, especially in homeware products.

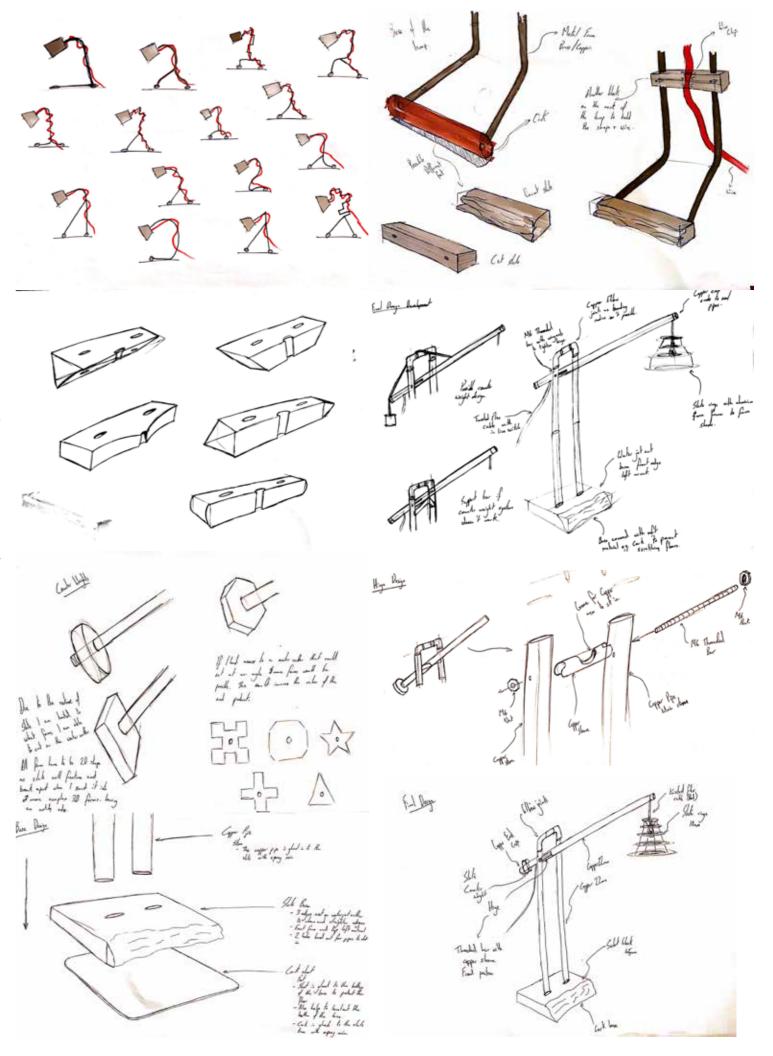


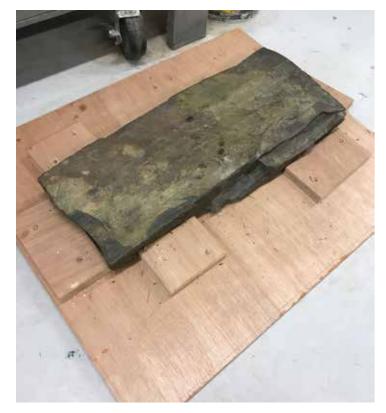






With Slight, my focus was to use slate in a different way to the norm. This involved a lot of material testing to truly understand the properties of slate and how it would react to being cut and shaped in different ways. Knowing how the material would react was vital to my design process as then I knew what was possible. Slate is a unique material because of its laminate structure it is very strong in one direction. This meant any cutting of the slate against the direction of the laminate had the risk of cracking the slate, especially when cutting thin sheets. By using a water jet cutter I could cut accurate shapes. These two pages show some of my development work, material testing and final prototyping.







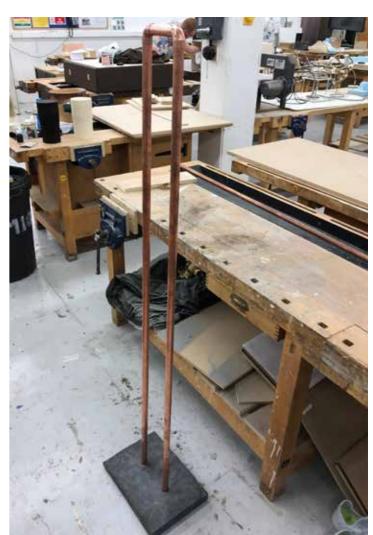
















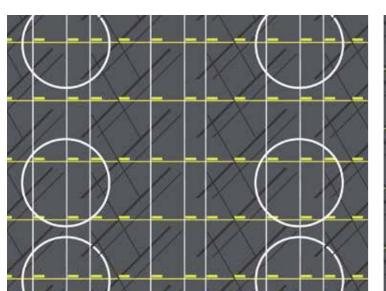
During my time as a Colour and Materials Footwear Designer Intern for Adidas Core, I worked on a wide range of shoes. As a colour and materials designer it was my job to decide what colour and material the shoes would be made from after the footwear designers finish the silhouettes of the shoe. For each season there is a selected number of materials to choose from that suit different styles. There is also a selected number of colours for the season with some constants which carry over from previous seasons. Which colour and materials that were used depended on the brief.

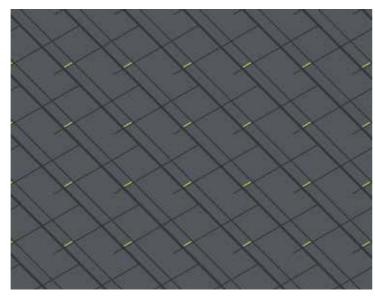
With a lot of my designs going into production.







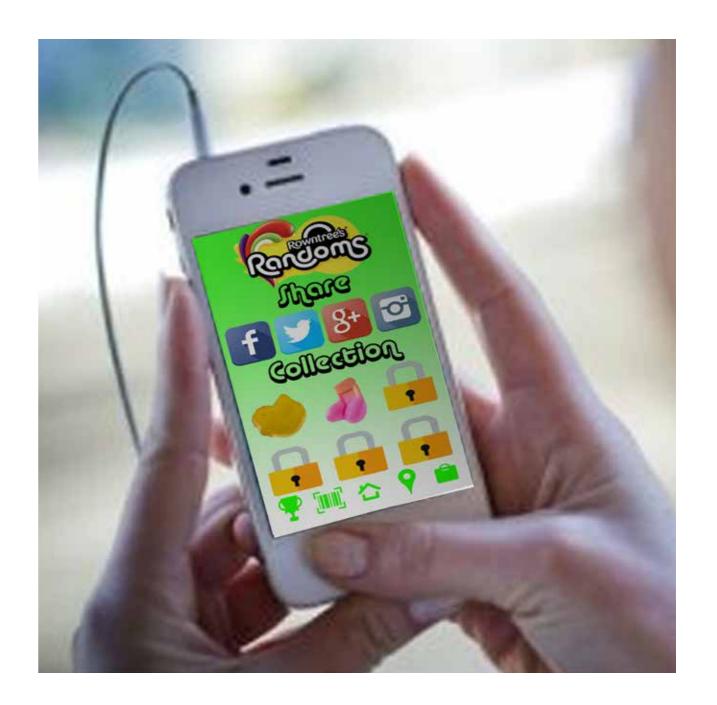








Nestle Masses Aparense



This project was one I completed in university in 2016 and was set by Nestle themselves as a competition just for our university.

In a quickly changing world, the average person spends 2.5 hours a week online whilst on the move.

This time between work and home (commuting, travelling, socialising) is also a key moment for the consumption of confectionery brands such as AERO, MILKYBAR and ROWNTREES.

The brief was to enhance the experience of consuming confectionery whilst on the move. This experience must include the packaging and/or the product connected to a key digital trend.

Overview

"

To create a digitally enhanced version of 'Rountrees Randoms' that gives the user a distraction while on the move. The product must be enjoyable and competitive so that there is an incentive for other people to get involved and keep them using it.

The product must be easy to use/set up and be simple enough that a wide user base can be targeted.

'Rountrees Randoms' also needs to be strongly related to the product so as to remain unique and link back to Nestle.







Commuting users get Randoms from a shop or home

Average journey time is 10-20mins, the app is used during this time Arrival at destination, packaging is discarded, another can be bought at shops for the return journey

Storyboard

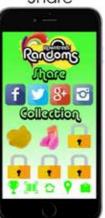


 Scan QR code inside packet



2. A random location in the UK is brought up in street view, using a 360' view zoom in to search for hidden randoms

Collection/ Share



3. Randoms are added to your colletion, which can then be swapped and shared with friends. Some Randoms are rarer than others, making completing the weekly challenge more difficult,



4. Compete in weekly challenges to rise up the national leaderboard. The weekly winner will recieve a free packet.

Sweet Search





TRENT SNOWSPORTS



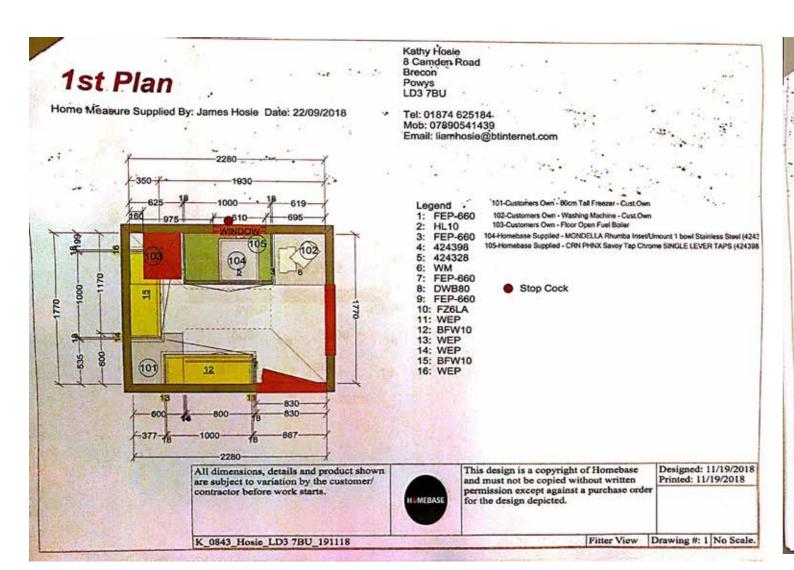
As a member of the Trent Snowsports committee in my final year of university, I was in charge of all the design and merchandise for the club. This opportunity gave me the chance to branch out into graphic design. I designed several T-shirts, hoodies and beanies. As well as stickers, posters, flyers and leaflets for advertising the club and events we ran for our members.

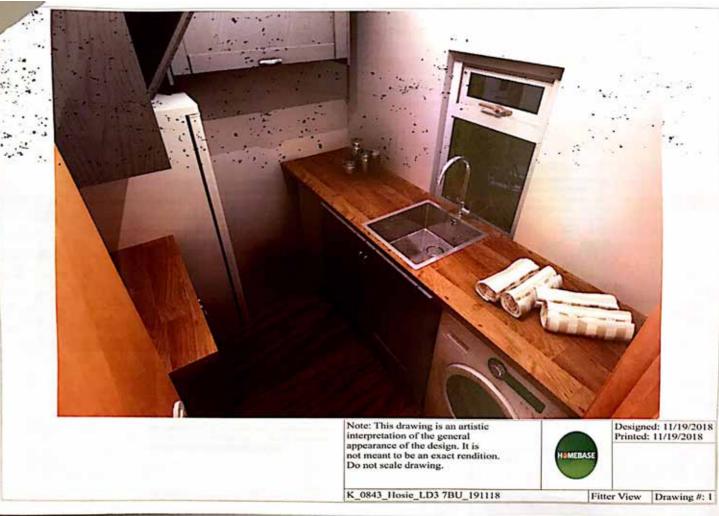
Being a Snowsports club I took inspiration for my designs from the mountains and winter sports. As well as incorporating the clubs existing logo the Trent Yeti onto the designs.



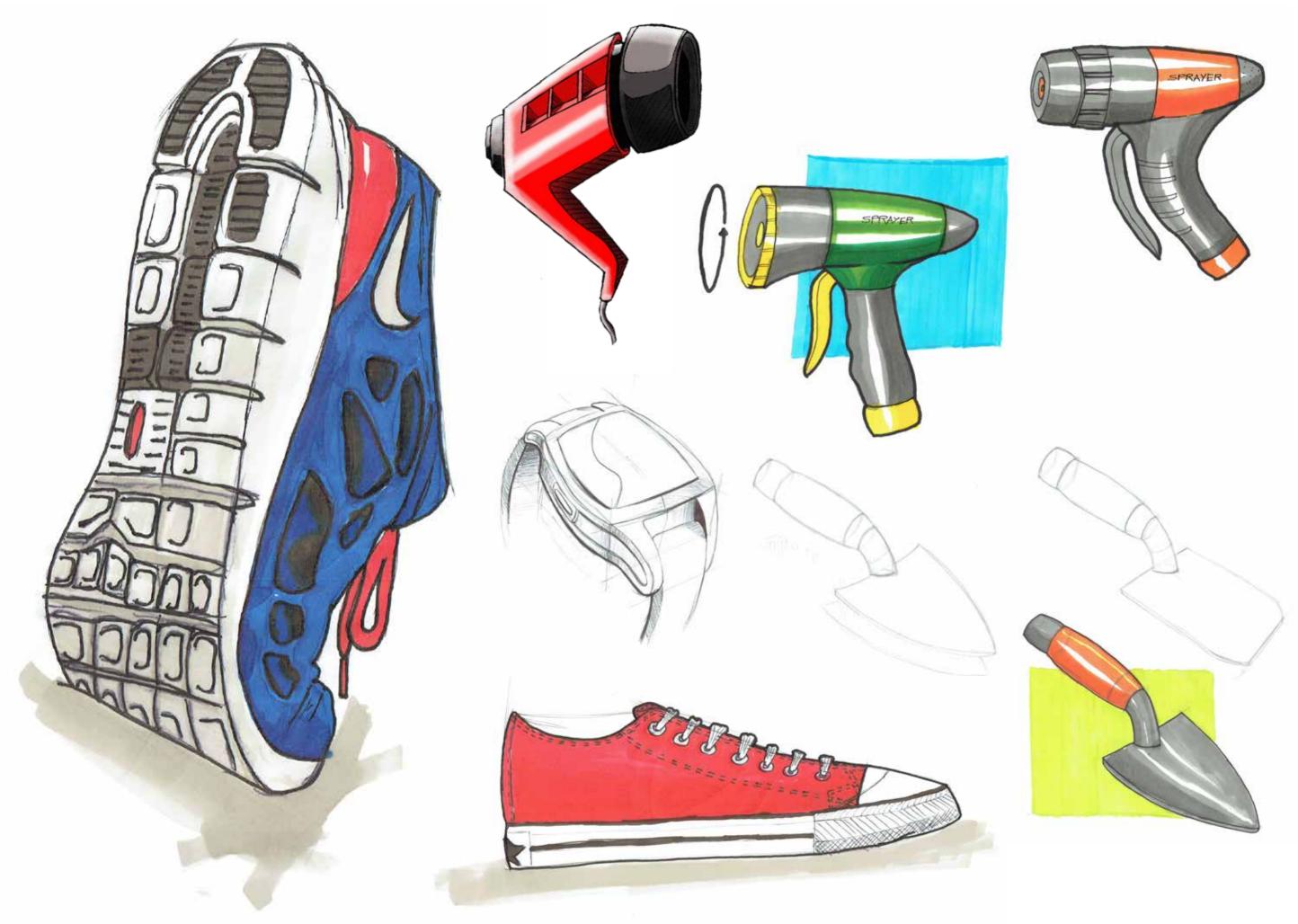
HOMEBASE

As a designer working within the Kitchen Team, I was responsible for creating a unique experience for customers, providing full guidance and advice on the process of planning and designing their kitchen from beginning to end. I was required to support the customer's in their design specification, making appropriate suggestions, either in-store or on home visits. It was vital that my knowledge of the products was always up to date. I used my vital communication skills to understand the need of the customer. I was often dealing with between 3-6 customers at a time in various stages of the design process, requiring me to be organised and using my time efficiently.









THANK YOU