

Curriculum Vitae Nikki Phillips (14 July 1982)

Mobile: 07834691493
Email: nikkilouisephillips@googlemail.com
Website: www.nikkiphillips.co.uk
Full clean UK driving license

Awards and exhibitions:

Winner of the SunCorp Portfolio competition 2005 involving three week placement
UNDU design 2005 / New Designers 2005
Winner of Gift of the Year 2011 / Highly commended for Gift of the Year 2011

Employment history:

December 2009 – Present

Bluw Ltd – London Middleweight Designer (Full time)

Within this role I work as a middleweight designer handling around 30 projects at a time. I liaise with the office in HK and the US on a daily basis and with factories in China. I oversee projects, reporting on a weekly basis to team management on each project status. I delegate work to a team of freelancers and interns within the company, creating detailed briefs and timescales for work.

I am involved in the Autumn/Winter and Spring/Summer project range brainstorming and work with other designers in the team to design innovative and exciting new gift and toy products for the Bluw range. My sketching skills and illustrator/photoshop capabilities help in this process of the design stage.

Strong communication skills are essential in this role, along with good time planning, prioritising and efficiency in the task at hand. I am also involved in working with big brands such as Ben 10, Transformers and Sony with whom we create products suitable to the brand.

September 2009 – ongoing

IBC Global Academy Online learning Developer (Freelance)

This freelance role involves the design and creation of the Online learning documents, creating interactive pages with the aid of Articulate. I created a design template and work through the learning resources making them visually interesting and more effective learning tools.

October 2008 – July 2009

Touch Design–Windsor Designer (Full time)

Being part of a small team at Touch made my role as a designer exciting and varied. Strong team work was essential in creating successful and satisfying client relationships, as well as creating innovative new design solutions for their needs.

After undergoing an advanced training course in Solidworks, I am very competent at using the package and visualizing designs within it. At Touch raw drawing skills were an essential part of the initial stages of each project.

At the start of projects I undertook factory visits to understand manufacturing constraints and how these could impact the design. This led to more informed solutions and increased my technical understanding. At Touch a sensorial approach to projects was always undertaken, allowing the client to see the benefits of consumer interaction on many levels and creating more enriched outcomes.

I have worked on a range of projects varying from female hair removal devices and gift packs to blow moulded drinks bottles, all of which have improved my brand awareness and enhanced my design insight.

September 2007 – September 2008

The Alloy – Farnham Product Designer (Full time)

Whilst at Alloy, I was part of the 15 strong team working from initial brief sketch



Above: MotoLivr dect handset

Below: Design Concept for BT





brainstorms through to full technical CAD modelling. Strong ergonomic and styling skills along with manufacturing and production knowledge were an essential part of being a designer within the company.

Within the team I worked with the core client BT, designing and developing their range of entry level, core and premium dect handsets. This involved initial sketch concept presentations, 2D and 3D illustrative development and foam models to allow ergonomic considerations to be realized.

Other projects included in–depth user research into the laundry market for a P&G brief, creating sketch concepts of innovative new ideas for their target market, and a new baby monitoring system for BT, where in which I worked from initial ideas in 2D & 3D mediums through to proof of principle models. A training programme at Alloy added to my skills base, making me proficient in UGS NX and Cinema 4D.

August 2005 – September 2007

The Brewery Design – London Designer (Full time)

This Design role involved working with several large clients such as SunCorp, BT Movio, LG, Huawei, Uniden and Motorola, working on projects ranging from Dect telephones to pattern trend work for Le Creuset. Here I learnt to work within a team and to communicate efficiently with team members and clients, liaising with model makers and seeing the design process from start to finish.

At the Brewery I was exposed to several new skills, improving my computer visualisations and learning new packages. I was involved in all aspects of the design process from sketch concepts and initial research to 2D computer visualisations, working through product package limitations and discovering innovative solutions to issues that arose.

In September 2006 I worked on a research project for LG looking at interface design for the domestic washing machine. This involved project planning, problem searching and evaluation and developing a range of solutions to target the issues that were raised. By being one of the main project planners on this piece of work I learnt how to coordinate a project and effectively time plan.

Within the company I worked on several trends projects, providing companies with colours and finishes for products to work within the current market, often designing illustrative patterns to stand out in showcase exhibitions. Coinciding with this work I also visited several international design exhibitions where I produced a trends report which was sent out to keep clients informed of current trends within the market. These exhibitions included the Belgium Interior show, Londons 100% Design and the Milan Furniture Fair.

July 2005

SunCorp – The Brewery Product Designer (Three week placement)

After winning the Suncorp portfolio I was given the opportunity to work with SunCorp in collaboration with The Brewery for three weeks. Here I carried out a study into the future of the home phone, generating new communication ideas.

July 2003 – July 2004

Hansell Design – Sevenoaks Junior Designer (Industrial placement)

Within my time at Hansell Design, I was involved in the design of brochures, newsletters, book covers and artwork production for the

wine industry. I worked alongside a team of experienced designers to also aid in the production of exhibition stands for various trade events across the country. I learnt to prioritise the workload in order to meet deadlines, due to good organisation skills. General office duties were also undertaken to learn about the full running of a company and gain a good understanding of the industry. I worked competently on a Mac, using programs such as Quark Express and furthering my knowledge of Photoshop and Illustrator.

Skills profile:

Computer Skills: (Competent on both PC and Mac systems)

2D: Illustrator, Photoshop, Indesign, Quark, Powerpoint, Autocad.

3D: Good understanding of Cinema 4D and UGS NX. Advanced surface and part modelling skills in Solidworks.

General Skills:

- Experienced in presenting to groups of various sizes, in a clear and concise manner. Good communication skills in terms of written, verbal and illustrative.
- Good team player; involving good interpersonal skills, listening, commitment and planning.
- Successful in conducting time management and working to deadlines, due to good organisation skills, strong personal motivation and perseverance.
- Strong creative flair enhanced through education and passion for design.
- Successful portrayal of concepts through a wide range of media. These include sketches, technical drawing, 3D modelling, CAD rendering, hand modelling, along with written and spoken presentations.
- Experience of design constraints from proof of principle design mock ups, and from variety of work on live projects within industry.
- Successful in problem analysis and solutions, through logical thought, identifying key issues, finding solutions and reconciliation.
- Able to set and achieve personal goals, due to self motivation and drive to succeed.
- Good production and manufacturing awareness through projects and first-hand factory visits.

Education:

2010 Managing in the Workplace (OU Study)
2009–2010 Foundation in Business Studies (OU Study)
2001–2005 BA (Hons) Furniture and Product design
The Nottingham Trent University
First Class Honours
with Certificate in Professional Practice in Design
2000–2001 BTEC National diploma–Art and Design foundation
Merit
Kent Institute of Art and Design, Maidstone
1993–2000 A–levels
Grade A: Art and Design
Grade A: Geography
Grade B: English Literature
Grade C: General Studies
GCSE
1 grade A; 7 grade A; 1 grade B*
(English and Mathematics both at grade A)

Interests and Achievements:

I am a keen long distance runner, last year completing the Virgin London Marathon. I also enjoy cycling, horseriding and playing the guitar.

References:

Available on request.

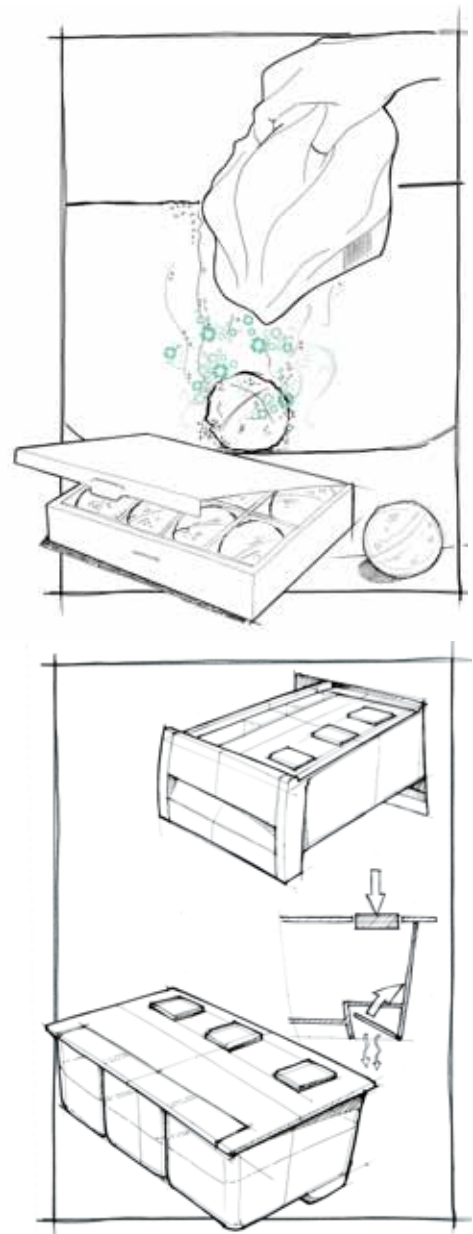


Masterfoods concept

Karaoke Microphone



Laundry market concepts for P&G



Masterfoods pitch - Galaxy for Men



Eggbods Toys



Toshiba fashion camera



BT Domus promotional packaging for SGW (SunCorp)

