



**NATHAN
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/ SKILLS.

Design Research
Workshop Facilitation
Workshop Development
Design Thinking
Graphic Design
Adobe Suite
3D Cad Modelling
Arduino
Physical Prototyping
3D Printing
Co-Design
Product Design
Service Design
Coding Experience

/ ABOUT ME.

I'm coming towards the end of my MSc Product Design at Duncan of Jordanstone College of Art and Design - University of Dundee. At the core of my design process are people and place. Driven by the stories and experiences of people to create services, experiences, and products.

Through my time in education, I have worked in areas that directly affect people, whether that is education, communities, or healthcare. Using Design thinking techniques for both my own process, but also to bring stakeholders on to the process. Championing Co-Design, and workshops to co-create and prototype a design. Throughout the Masters I have become focused strongly on community engagement. Looking at ways to work with people, both for research and to build stories around the people involved. Culminating in a current project - Working Class Creatives. Creating an open discussion night and workshop exploring the barriers of entry to creative industries. I see every project as an opportunity to learn. Learning from and working with people being one of the best parts of designing for me.

/ EDUCATION.

University of Dundee MSc Product Design

A yearlong course teaching the fundamentals of Design Thinking. Incorporating Design Thinking techniques to build empathy and understanding of stakeholders involved. Becoming a key to my design process I used it to develop, prototype and test projects throughout the year. Crafting Co-Design workshops to design a walking stick and community driven restoration project. Employing service prototyping to develop a service around green travel adoption in rural communities, while also undertaking a research brief into food waste and social isolation. Creating game based and voice assistant prototypes to research and build an understanding of the stakeholders involved. The master's has allowed me to explore projects in areas I'm passionate and develop my design thinking skills in practical applications.

University of Dundee BSc (Hons) Product Design

The undergraduate course allowed my design skills to mature. Undertaking projects within different disciplines I very quickly found an affinity in designing with and for people. Some of my favourite projects from this time based around designing a speaker to act as a teaching tool for future designers, a community-based forestry project and my honours project. Explored autism in education. I tasked myself with working around the current restrictions in the education system to create a solution to help autistic children in school. This project was driven by speaking to teachers, parents, and the pupils directly. By using Co-Design, cultural probes and interviews I was able to reflect their thoughts into my outcome. Taking the time over the four years to develop skills around branding and graphics to build better realisations around my projects.



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/ INTERESTS.

Music - listening and
playing
Reading
Woodworking
Concerts
Cooking
Community Work

/ WORK EXPERIENCE.

V&A Dundee Design for Business Internship

Recently completing a 10-week internship in the Design for Business department of the V&A Dundee. An extremely rewarding role that allowed me to work with many different departments and stakeholders. Undertaking several projects in my time there, all around the idea of design dissemination. Looking at the culture, mindset, and behaviour around design and how we can teach others to incorporate that into their process. Working on a facilitator up skilling to train people within the organisation on design techniques, how to bring those skills on to their team and to help in the delivery of design workshops going forward. For this a good command of design workshops was needed to develop these workshops. Focusing on the idea of design mindset working with another intern we developed a workshop that teaches people about key design behaviours and encourages them to take this on to their own process and to foster a culture around design in their business.

In looking at the culture around it inspired my personal project (still ongoing) - Working Class creatives. Exploring socio-economic barriers to creative industries to create change and community-based empowerment.

V&A Project - Orikalmi

I was involved in the creation of Orikalmi, a wellness and mental health resource for the V&A Dundee, using the spaces to improve wellness and mental health. Working in a multidisciplinary team with graphic design and medical students. I took on the role of concept and interaction designer. Exploring how we can take the professional help from social prescribers to create a usable and understandable resource.

Other Work

I have worked various roles in hospitality and retail to support my studies. Managing that around studies has allowed me to become organised, with a strong emphasis on time management for both myself, and projects. As well, this has made me adapt to working in a team building a rapport with colleagues. Also being the Events Co-Ordinator for The Social Digital Society, managing and organising events with 200 plus members.

/ CURRENT PROJECT - WORKING CLASS CREATIVES.

Continuing from the end of the internship I am working on this project in my own free time. The night is building on top of design research carried out exploring barriers of access to creative industries. This consisted of dynamic online probes, and conversation-based interviews.

Continuing this I developed, marketed and organised a open mic discussion night Consisting of a workshop using custom coasters inviting people to share barriers, the encouragement of open table discussions and an open mic. The night was a success with around 40 people in attendance, and 4 people taking to the stage. This let me engage with a community of Working-Class Creatives in a positive and constructive way, sharing stories and building a narrative around the barriers faced.

This project is ongoing, currently looking at working with other creatives to create another night or output around each of the barriers found.