



KATO DE LOORE
PORTFOLIO
PRODUCT DESIGN

A large, abstract graphic composed of several overlapping circles and intersecting lines in a light gray color, centered on the left side of the page.

Hello, and thank you for taking the time to explore my portfolio. I hope it gives you a clear impression of the skills I have developed throughout my studies in Product Development. With this collection, I aim to showcase my versatility as a designer, from SolidWorks and digital drawing to hands-on prototyping.

Most of the projects featured here were created during my time at the University of Antwerp, although you'll also find a few that were driven by personal passion and curiosity beyond the curriculum.

Kato De Loore





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HELLO, I'M KATO

Software Skills



InDesign



Illustrator



Photoshop



SolidWorks

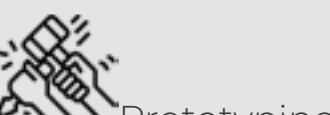


Procreate

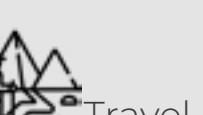
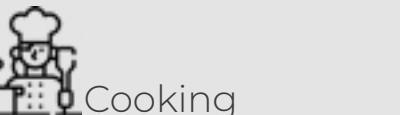


PowerPoint

Skills



Interests



AS DESIGNER

Curiosity and a drive to learn have always guided me. This has led me to the study field of Product Development, a **multidisciplinary** field that gives me the tools and the flexibility to explore, adapt, and grow across different areas of design and innovation. I may not yet know the exact path I want to follow, but I am confident that my eagerness to take on new challenges will lead me there.

What I do know, is that I come alive when I am **prototyping**. It is during this, in that **hands-on phase**, where ideas transform into tangible, testable solutions, that a product truly begins to breathe. Making concepts real gives me a deep sense of purpose and momentum.

But for me, design is never a solo journey. I am at my best when I am **co-creating** with others. I firmly believe that collaboration brings out stronger ideas, sharper thinking, and more meaningful results. **Working together fuels innovation, and brings joy to the process.**



ABOUT ME

I'm a highly **enthusiastic person** who places great value on a positive atmosphere, whether it is a project, in a team, or at the workplace as a whole. Since the age of sixteen, I have been working regularly as a waiter. That experience has significantly strengthened both my **social and organizational skills**, and taught me how to stay **composed and efficient** under pressure.

My approach to work is based on what I refer to as the "PP principle": Performance and Pleasure. I believe that delivering great results and enjoying the process go hand in hand.

If I had to describe myself in five key words, they would be: **Social, Optimistic, Creative, Curious, and Organized.**

Academic Career

Human sciences

Oscar Romerocollege | Dendermonde

Product Development

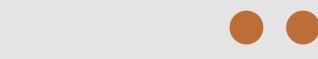
University of Antwerp | Antwerp

Multiskilled Welder – Basic

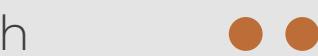
Syntra | Antwerp

Languages

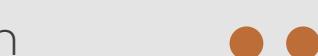
Dutch



English



French



Contact

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HAPPYBAG

Bachelor's Thesis - A Waste System for Transporting Household Trash to the Sorting Street



DURATION - Three months
YEAR - Third bachelor
TEAM - Individual project

SOFTWARE USED



INFORMATION

Design brief

In certain neighbourhoods of Antwerp, garbage trucks no longer make house-to-house rounds. Instead, residents are required to bring their waste to nearby waste-sorting stations, so-called "sorting streets."

This project presents a **two-part waste management** solution tailored to that specific context. The **indoor component** focuses on organizing and storing waste within the home, while the **outdoor component** addresses how waste is transported from the home to the sorting station.

Context

A family living in a terraced house in central Antwerp. We assume that the family uses a standard IKEA interior. Their main mode of transport is the **bicycle**, usually stored in the hallway or the storage room.

Current waste habits:

- PMD and residual waste built-in waste bins in the kitchen
- Organic waste on the kitchen countertop
- Glass and paper/cardboard stored in the utility room



Welding the frame

Prototyping & testing

For this project, I created a high-fidelity prototype to replicate my product as accurately as possible. I **welded** the aluminium frame and **sewed** the bicycle bags. This was an **iterative process** of testing, reflecting, improving, and testing again. Several versions of the trash bags and bicycle bags were made, the frame was further optimized, and step by step, I arrived at a solid and well-thought-out final result.

It was essential to design large-capacity bicycle bags, as waste collection fees for PMD and residual waste are based on volume, specifically per 30 or 60 liters. Meeting this requirement was therefore a key part of the design process.



Branding

In the final phase of the project, I focused on creating and engaging a **cheerful look and feel**. I chose a playful design by selecting a few **fun illustrations from Pinterest** and placing them on the bicycle bags. The illustrations themselves were not my own creations but were carefully chosen to match the overall vibe.

I wanted a name that would immediately spark curiosity and grab attention. After some brainstorming, I came up with "**Happybag**", a name that reflects the joyful and approachable character of the product.

For **the logo**, I incorporated a distinctive design element from the frame into the letter H, adding a subtle, playful reference to the product's unique shape.



Disclaimer copyright: Illustrations used for visual concept only - sourced from Pinterest. Not for commercial use.

comi

Ux-design - A playful timer that counts down to someone's arrival at home



DURATION - Three months
YEAR - Third bachelor
TEAM - Duo project

SOFTWARE USED



INFORMATION

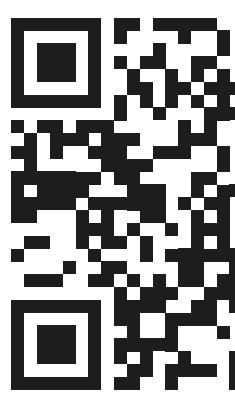
Design brief

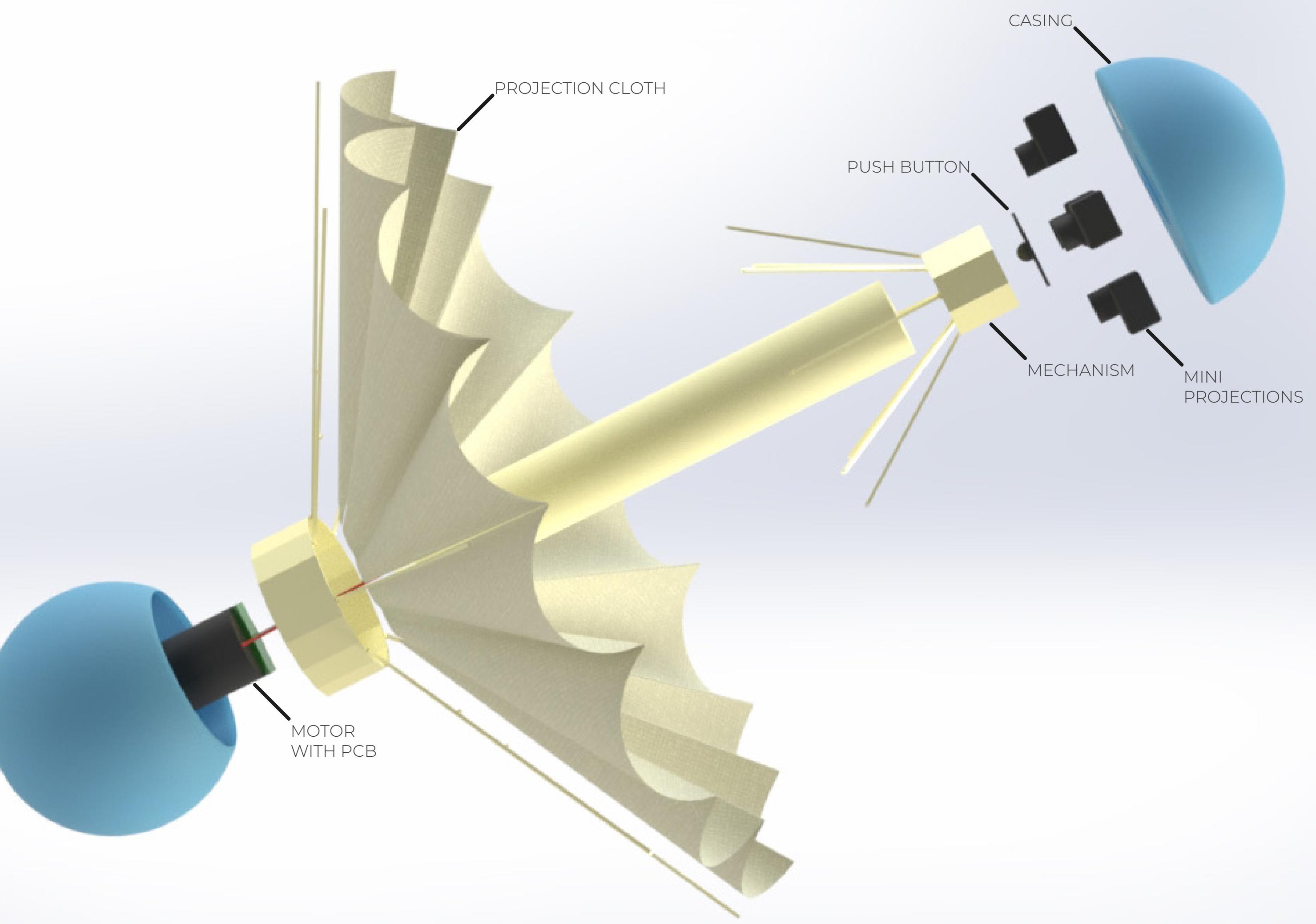
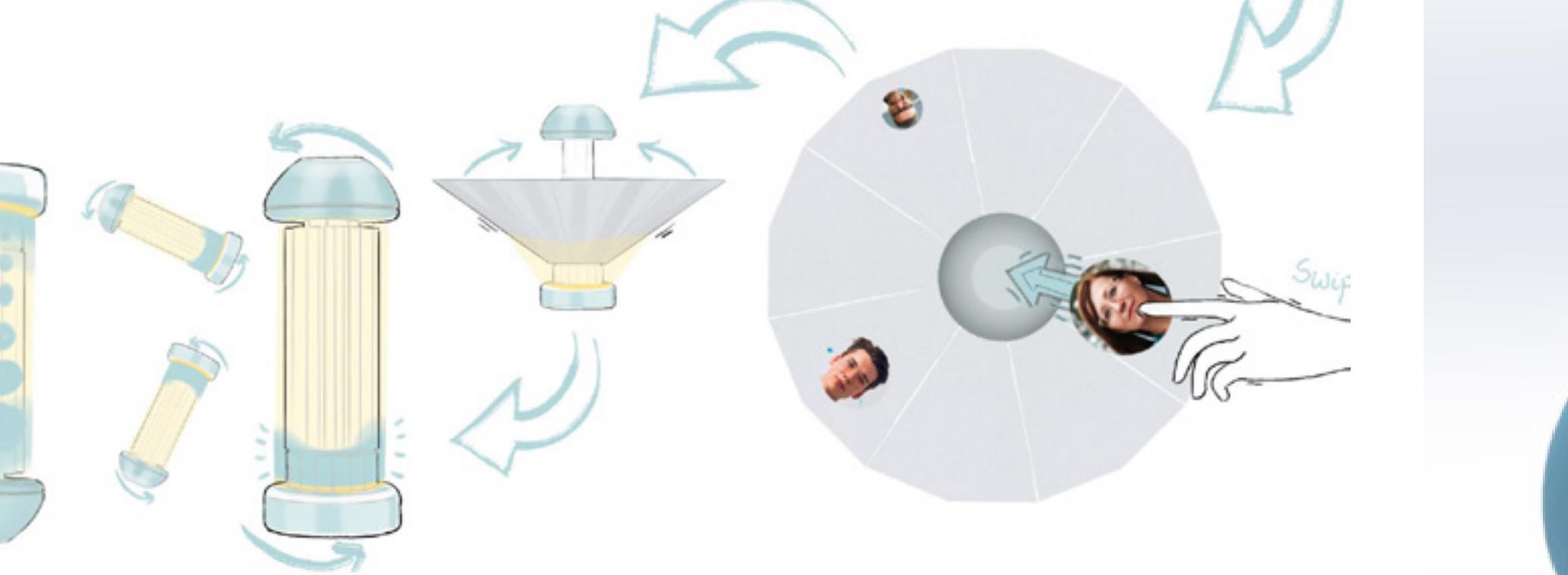
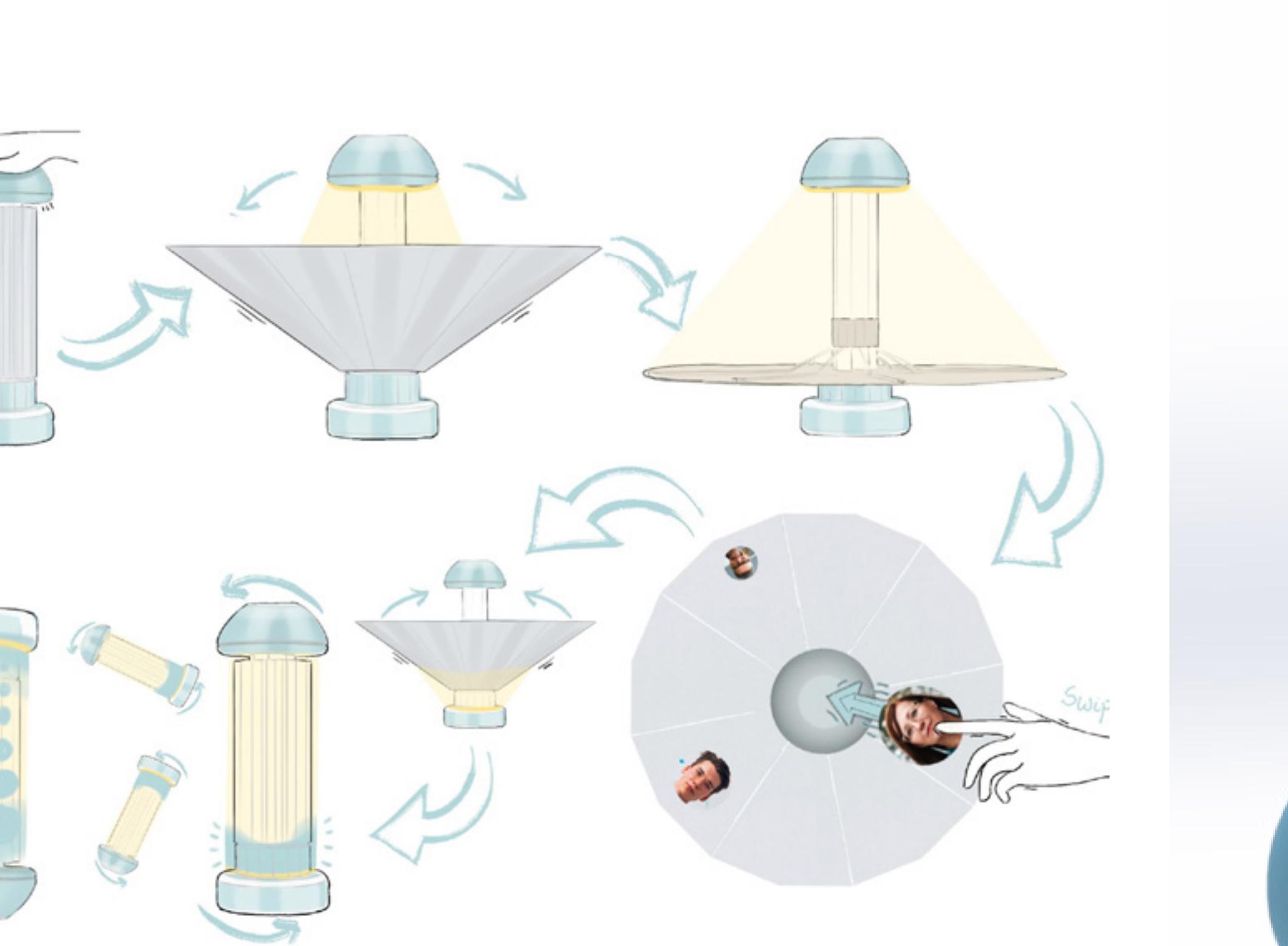
Design an Interactive Product to Track Family Members. Each family member carries a smartphone that continuously tracks their current location. At home, a specially designed **interactive product** acts as the family's central hub. It features a **display** that shows the live 'distance from home' of all family members in real time.

Context

This product is designed to help children understand how far their parents are and get a **sense of when** they might **return home**. By visualising each family member's position, the product strengthens the sense of connection within the household, *making absence feel less distant and togetherness more tangible*.

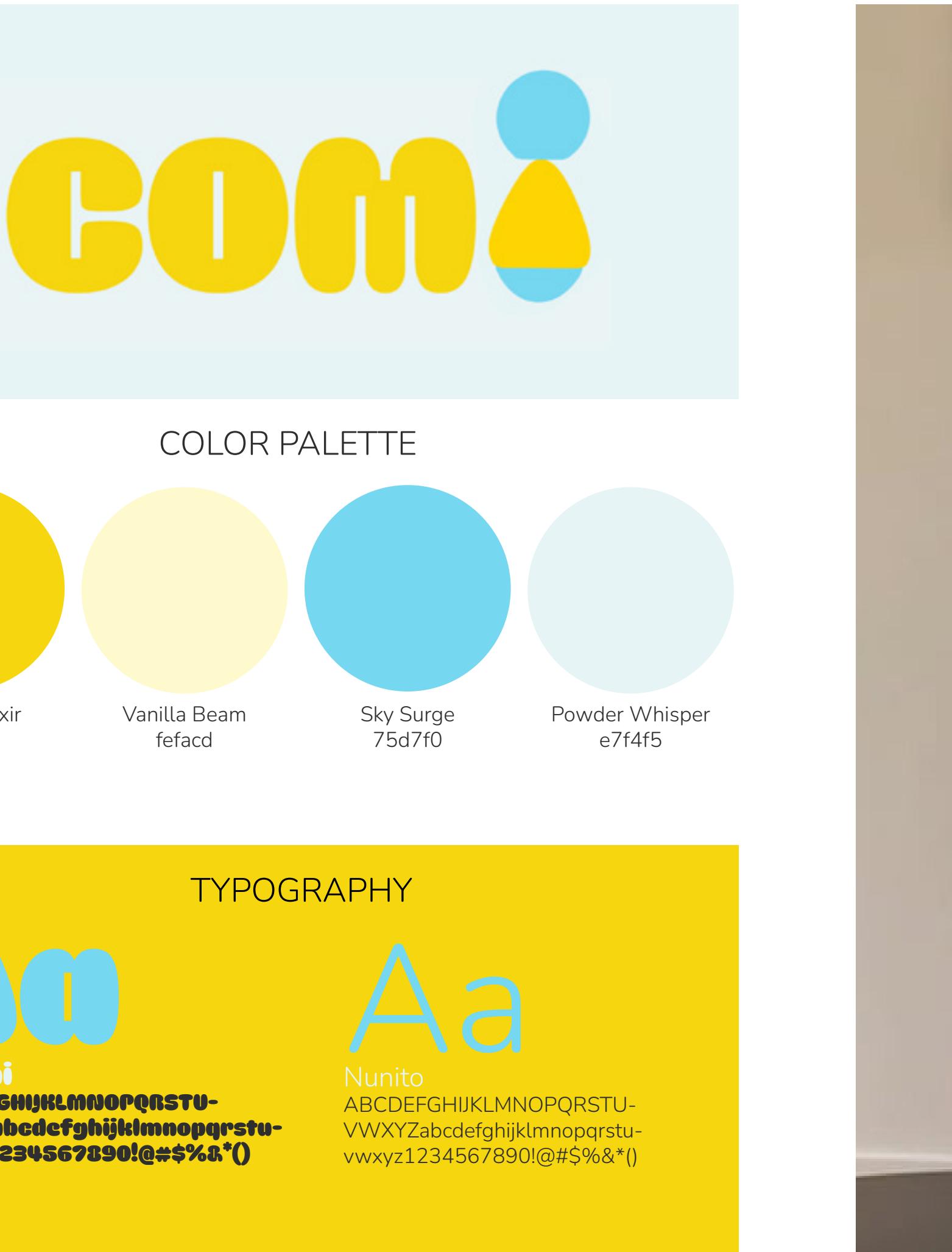
Result





Branding

The branding was co-created during a playful and inspiring brainstorm session. We opted for a **childlike and playful identity** that reflects the character of the product. The name itself is lighthearted, yet subtly hints at the product's core function: notifying when someone comes home.



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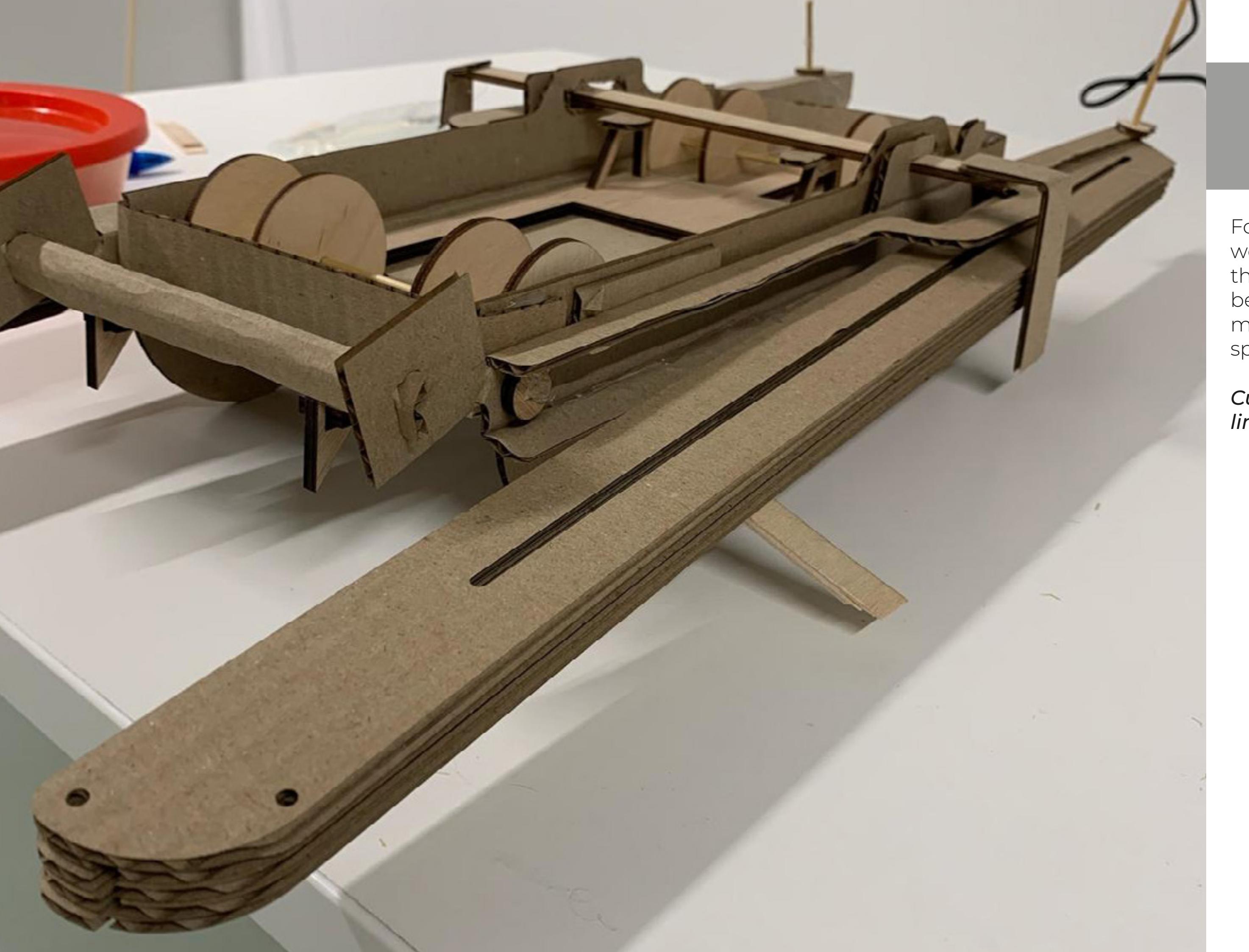
mechanism

From motion to magic



DURATION - Three months
YEAR - Second bachelor
TEAM - Individual project

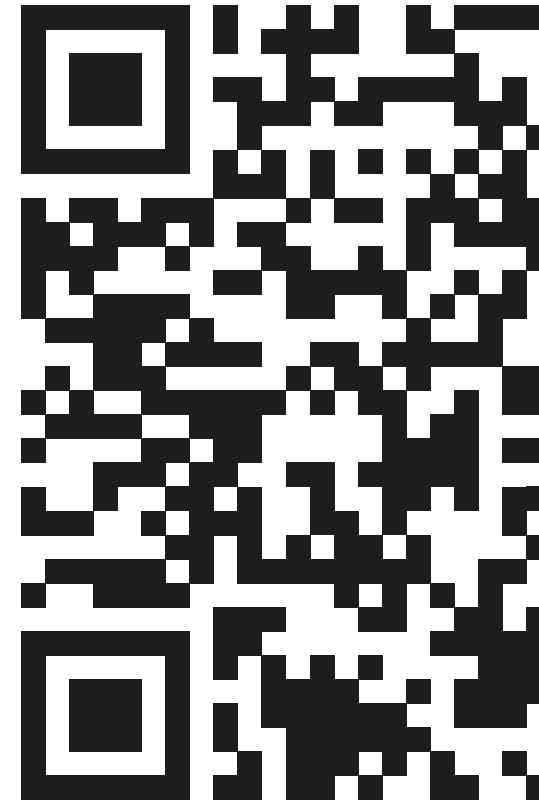
SOFTWARE USED



INFORMATION

For the course Mechanical Components, we were challenged with **designing a mechanism** that travels down a five-meter-long inclined beam. When the mechanism comes to a stop, it must trigger a **surprising event** while touching a specified area one meter below the beam.

Curious about the surprise? Watch the video linked via the QR code!



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SCOOTER

CAD sculpting - A hands-on exercise focused on **duplicating an existing product** by modeling it in 3D software

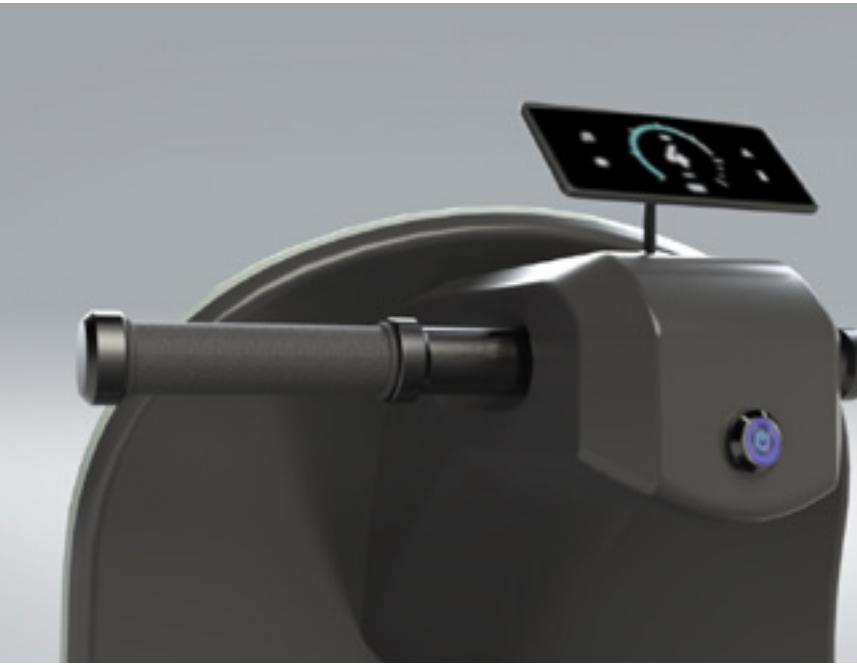
DURATION - Three months
YEAR - Third bachelor
TEAM - Individual project

SOFTWARE USED



INFORMATION

For this assignment, we were asked to recreate a product of our choice in SolidWorks. I chose this particular item because I found it cute and visually appealing.



weldING

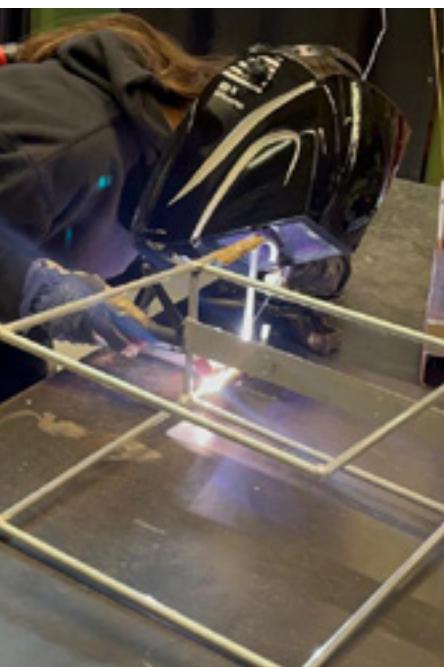
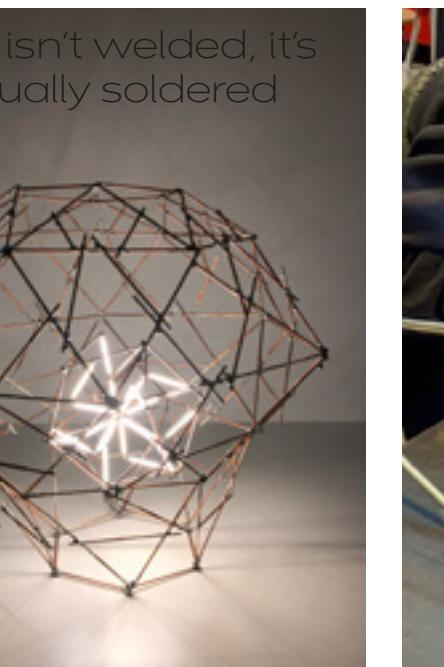
Some of my creations from the evening welding course



DURATION - One year
YEAR - 2024-2025

WELDING METHODS

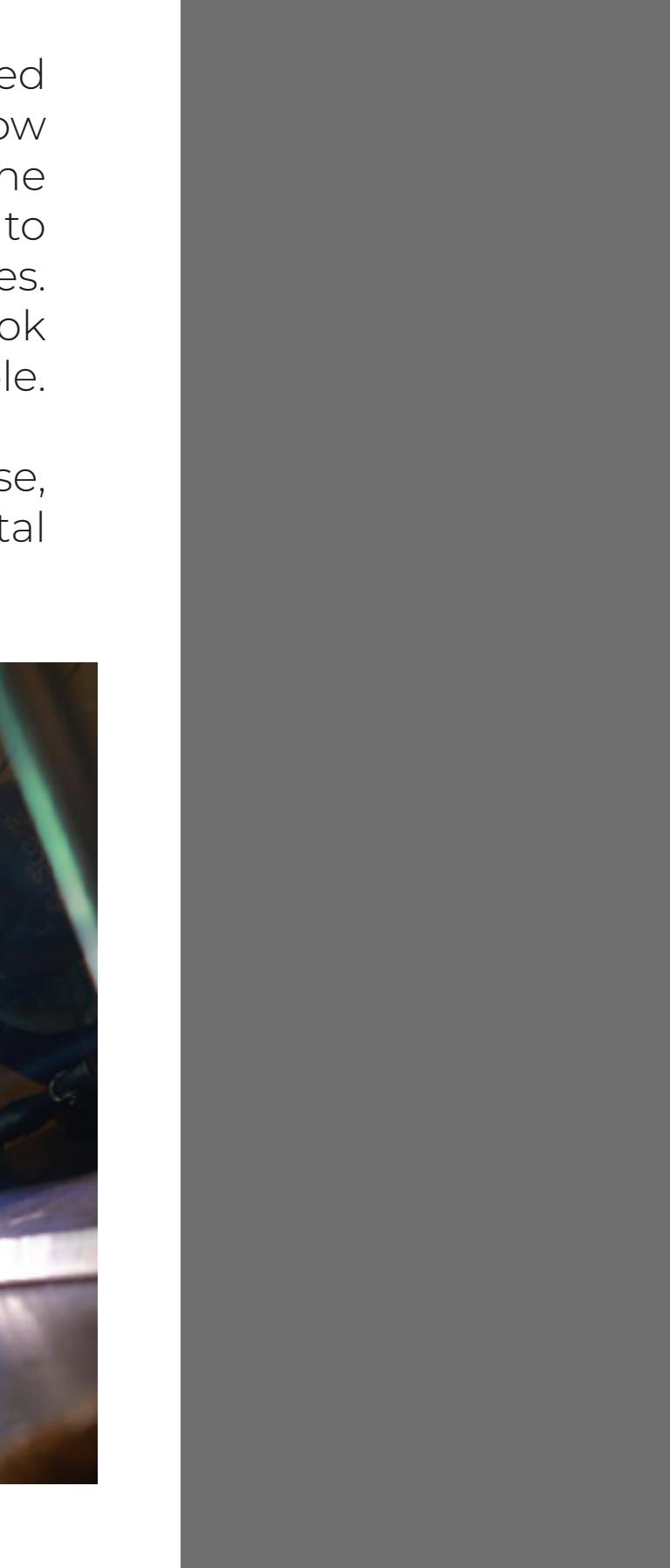
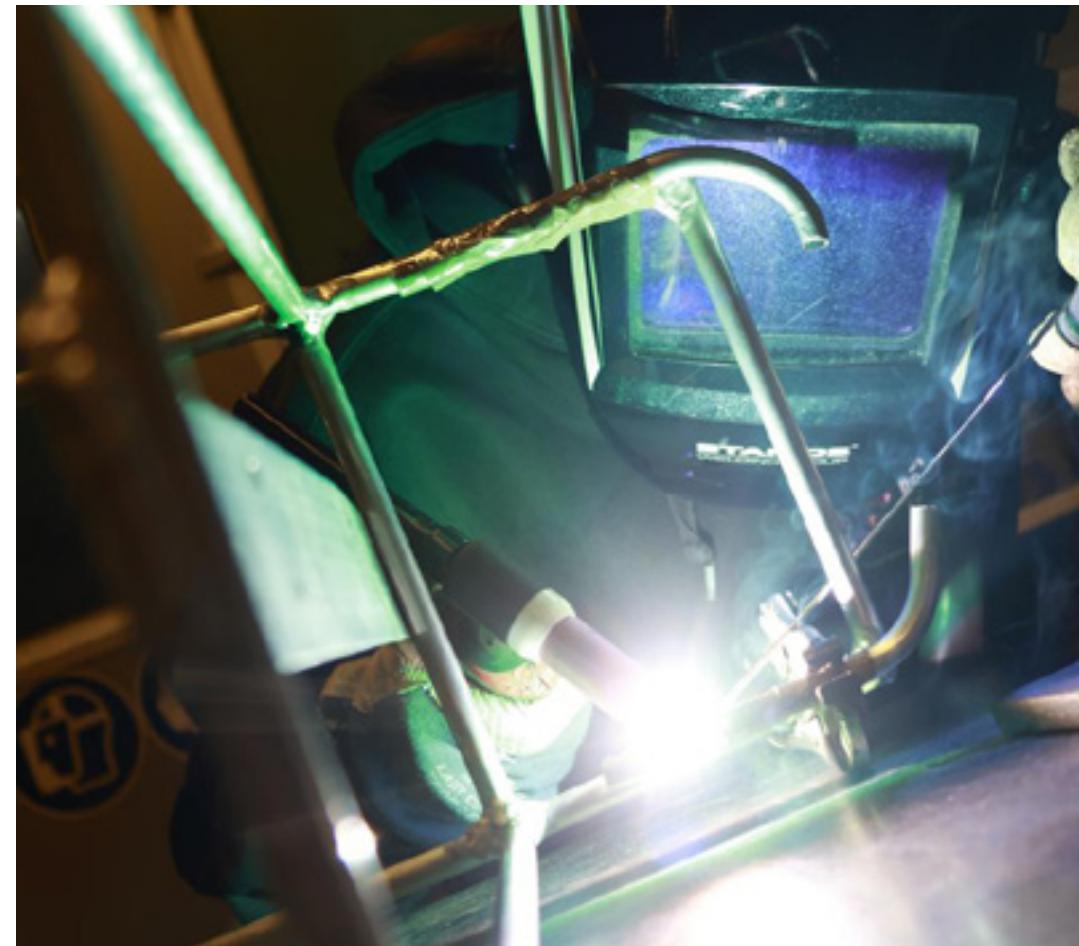
TIG-welding
MIG/MAG welding
Electrode/Stick welding



PROJECTS

Throughout the welding course, we focused primarily on welding corners and learning how to properly set up the welding machines. As the course progressed, we had the opportunity to work on an actual product: a family of tables. I was very excited about this project and took on the challenge of building the smallest table.

For Valentine's Day, we also created a metal rose, a fun and creative project that combined metal cutting, bending, and welding techniques.



DIGITAL DRAWING

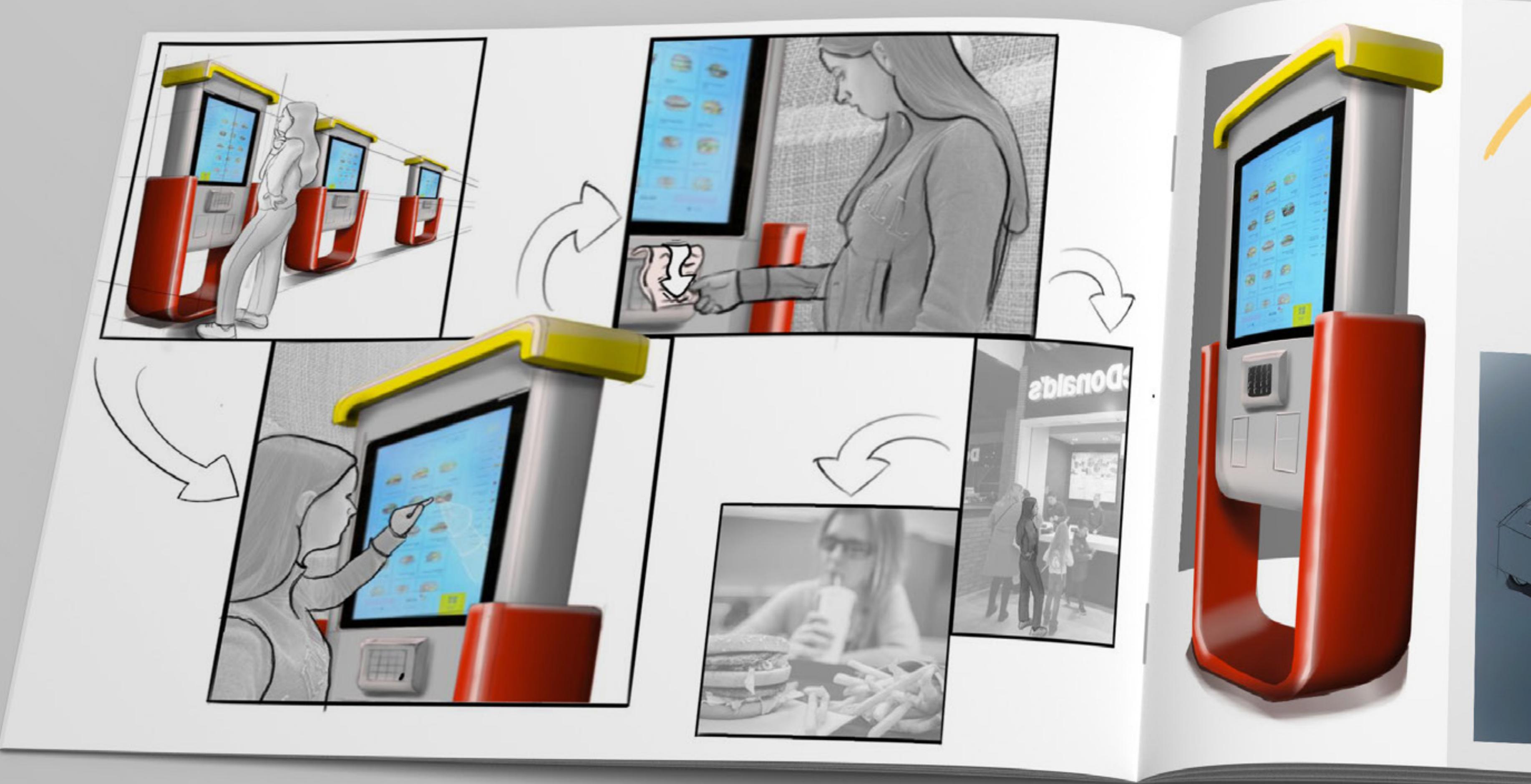
Some digital sketches and drawings I made during my education



DURATION - Two months
YEAR - Third bachelor
TEAM - Individual project

SOFTWARE USED





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*"Design is not black or white,
it's about finding the balance in
between."*

- Kato De Loore

