

Arthur Dean-Osgood

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SKILLS SUMMARY

- Regular use of **SolidWorks** used for modelling and rendering models for university projects
- Experience in; **Rhinoceros 3D** and **Google SketchUp**
- Excellent knowledge of **Adobe Photoshop, Illustrator** and **Indesign** through consistent use inside and outside of education
- Developed **Organisation, communication and team working skills** from working with the Brunel STEM team and Student Ambassador work
- Knowledgeable in **Microsoft Office** through regular use throughout education

Education

BSc (Hons) Industrial Design and Technology With Professional Practice

BRUNEL UNIVERSITY LONDON

Uxbridge, Middlesex

Sept. 2017 – June 2021

Year Two Modules

- Design Process 2, Design Communication, Design for Manufacture, Design Application, Systems Design

Year One Modules

- Design Process 1, Creative Engineering Practice, Graphic Communication, Product Analysis, Materials and Manufacturing)

A Levels

GREENSHAW SIXTH FORM

Sutton, Surrey

Sept. 2015 – July 2017

- 3 A Levels including: 3D Design(A*) & Graphic Design (A*)

GCSEs

GREENSHAW HIGH SCHOOL

Sutton, Surrey

Sept. 2010 – July 2015

- 11 GCSEs including: Graphic Products D&T (A), Maths (B), Art and Design (B), Further Additional Science (B), Statistics (B), English Literature(C)

Experience

Brunel STEM Team

BRUNEL UNIVERSITY LONDON

Uxbridge, Middlesex

May 2018 - Present

- As a STEM Ambassador I am involved in the STEM outreach programme in which involves leading and facilitating workshops that cover the various areas of STEM to children from primary school to secondary school. Presented and communicated with a range of age groups. Reliably worked with a team of other student ambassadors to create and deliver high quality workshops.

Work Experience

REED BUSINESS INFORMATION - DIGITAL CREATION STUDIO

Sutton, Surrey

July. 2016 - Sept. 2016

- Work experience at Reed Business Information, in the digital creation team. Developed my independent working skills by taking on a range of tasks and completing them under a strict deadline. This included producing logo designs for the digital creation identity, using Adobe Illustrator, also locating and identifying scenes for the show 'Farmers Apprentice' 2016

Volunteer

BRUNEL VEX REGIONAL

Uxbridge, Middlesex

Jan 2019

- Volunteered for VEX regional event hosted at Brunel University as an administrator. This involved timing and starting each match and making sure that the event was running to the set time-frame.

Projects

Plumb Play - Industry Project

Uxbridge, Middlesex

BRUNEL UNIVERSITY LONDON

Nov. 2018

- Briefed by children's play equipment company PlumPlay to design a conceptual outdoors climbing frame
- Displayed an important understanding of current trends within the age range and the significance of preliminary research required to design a product that fits in with the companies existing range
- Demonstrated versatility, by being able to adapt and understand what the consumer wants. This applies to the adults that would be purchasing the equipment as well as the children playing with it, the product had to be desirable to both

Salter

Uxbridge, Middlesex

BRUNEL UNIVERSITY LONDON

Sept. 2018

- Briefed by Salter to produce a kitchen scale design
- Concept used innovative features that would benefit the consumer as it made the scale more adaptable to different sized containers
- Gained an understanding on consumer needs and how to market a design towards a specific demographic

24 Hour Design Competition

Uxbridge, Middlesex

BRUNEL UNIVERSITY LONDON

Nov. 2018

- Worked alongside the RFU Injured Players Foundation to produce a concept idea that would benefit those who have been injured playing rugby
- Concept glove with alternate zipper placement to help individuals who have reduced motor function in their hands
- This was an extremely valuable opportunity as it gave those involved the chance to communicate with the audience we were designing for

Hack Notts

Nottingham

UNIVERSITY OF NOTTINGHAM

Nov. 2018

- Achieved 2nd place for producing a mechanical robotic device capable of listening and then repeating a bpm
- It used Python code to listen to music or a rhythm via a microphone, measuring the bpm, which was fed to an Arduino via serial which controlled motors that drum to the beat of the music

Luminaire

Uxbridge, Middlesex

BRUNEL UNIVERSITY LONDON

Sept. 2018 - Dec. 2018

- Designed and manufactured a desk light capable of producing a focused light and ambient lighting through a mechanical function
- Developed an understanding of unique and complex mechanisms and how to apply them to a functional product design
- Used a variety of materials and techniques to produce desirable form

References

Available on request