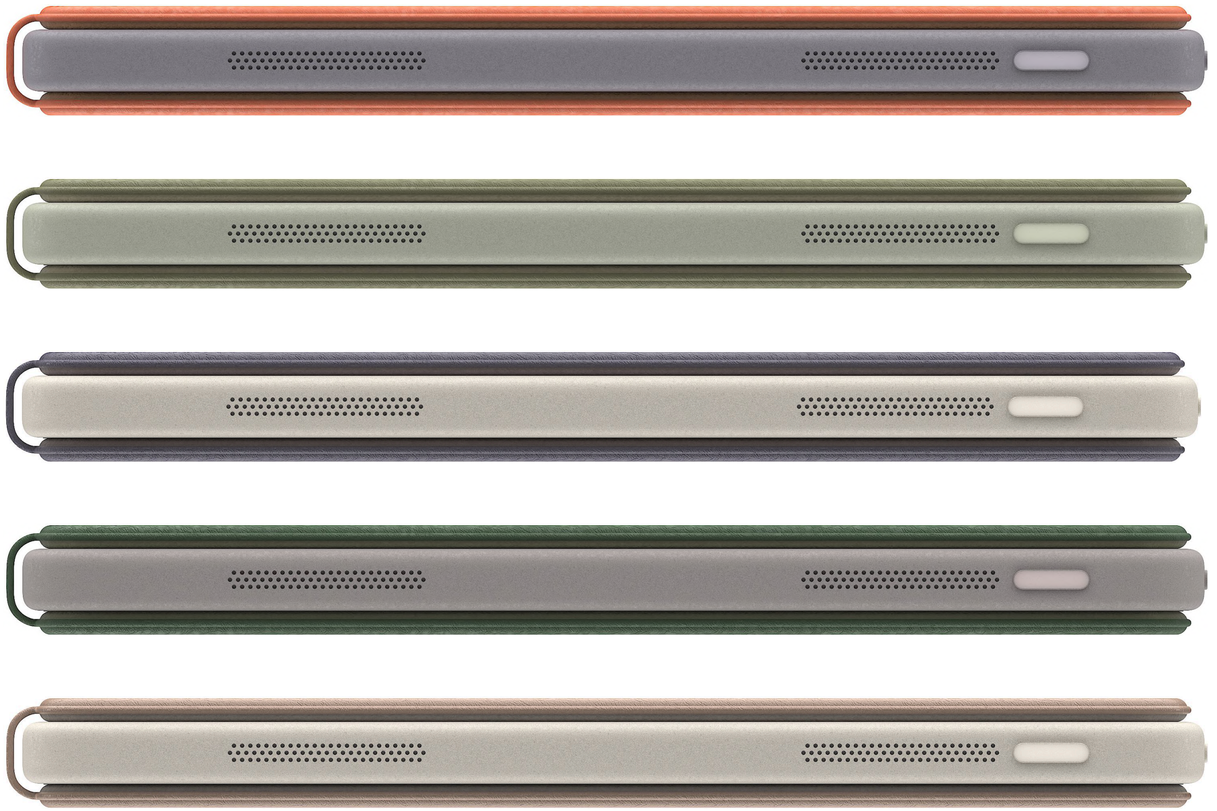
I'm an industrial designer focused on form, material, and interaction, building physical systems that feel intuitive, expressive, and enduring.

After leading industrial design at Truffle, an agentic personal computer, I joined Daylight Computer Co. to help shape their next-generation hardware.



Visualisation for internal design direction.
Full product details withheld due to confidentiality.

At Daylight Computer Co., I worked alongside a small team on the design of their next-generation hardware and its supporting accessories. The aim wasn't just to build another screen, but to create a coherent product ecosystem that fosters more intentional relationships with our devices, environment, and time.

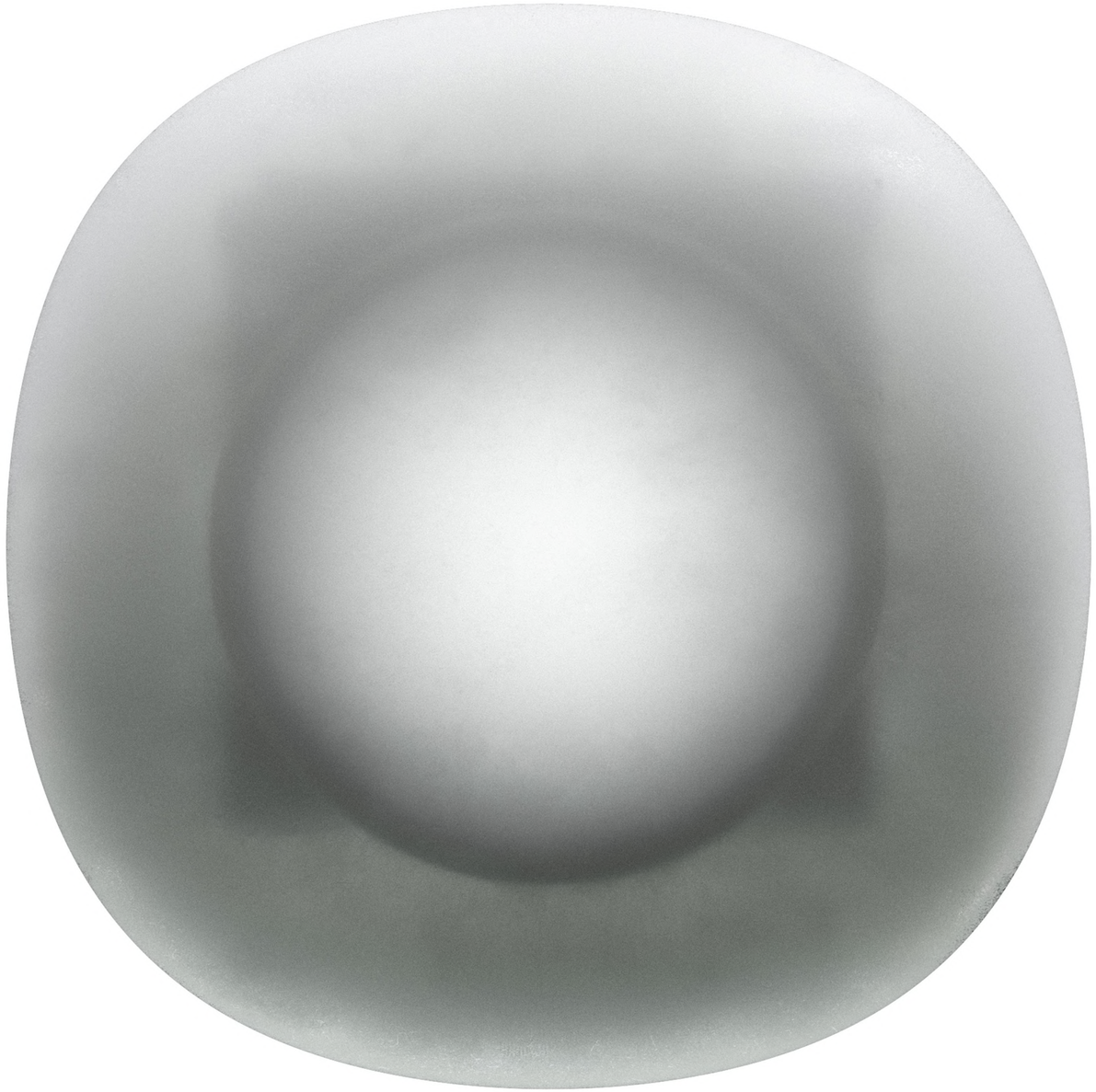
While much of the work remains under NDA, I collaborated closely with engineers to navigate spatial constraints, exploring materials, finishes, and potential construction methods that embodied a sense of lightness both in form and in use. Every detail was considered to reduce friction and support more mindful interaction.

Daylight isn't designed to compete for attention. It's meant to coexist, quietly and purposefully.

Year
2025

Client
Daylight Computer Co.

Role
Industrial Designer



At Truffle, I led industrial design for a new category of agentic computer, shifting the paradigm from application-based operation to intent-driven execution. Unlike conventional systems that rely on fixed applications, Truffle dynamically generates and runs software in response to natural language input.

I guided the product from early concept through to production, building and directing a team of CAD sculptors and engineers to develop an organic, asymmetrical enclosure that reflects the system's responsive nature. The final form was realised through additive manufacturing and materials tuned to its thermal and computational requirements. The first pre-orders are now preparing to ship.

The result is hardware that supports a more intuitive model of interaction—fixed tools to adaptive systems, computers that work the way people think.

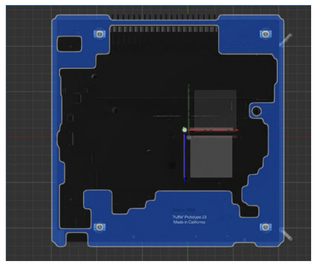
Year
2024-2025

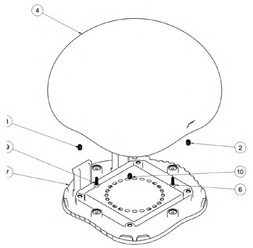
Client
Truffle

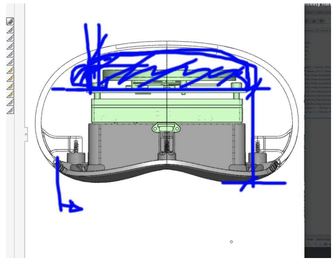
Role
Lead Industrial Designer

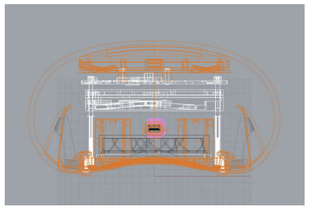
Key Materials
Ceramic-fused SLS composite
Glass-filled Nylon 12

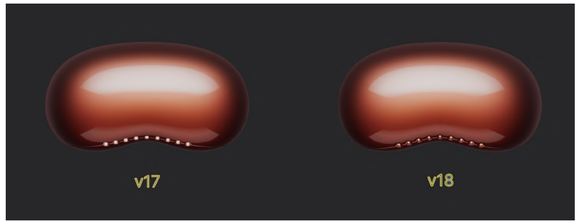
Processes
Injection moulding
SLS 3D printing
CNC laser profiling







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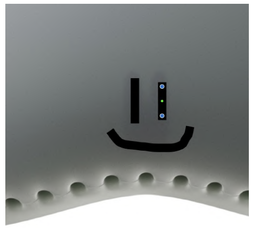
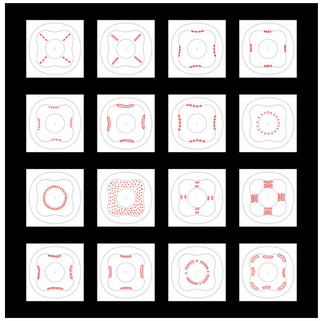
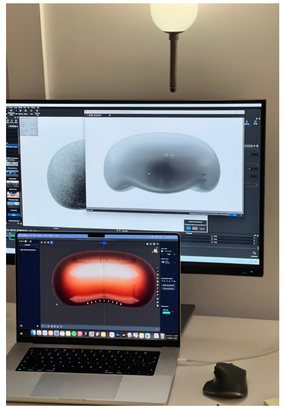
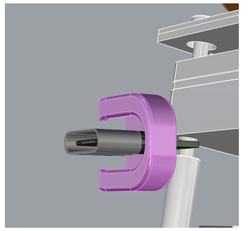
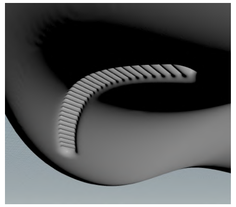
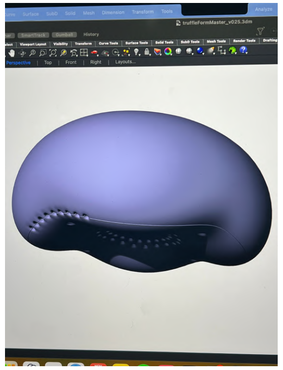


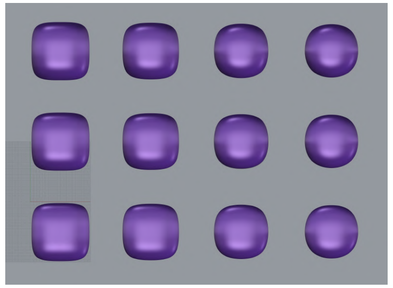


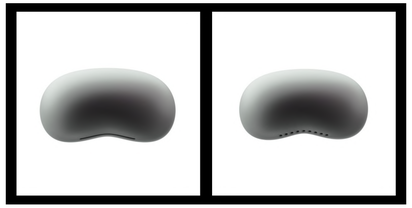


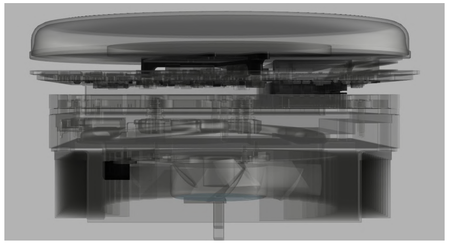


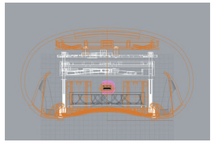




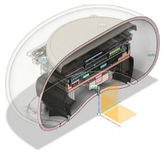
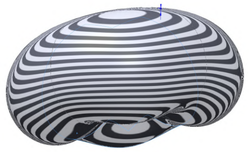
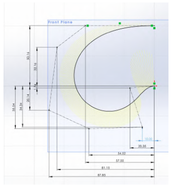
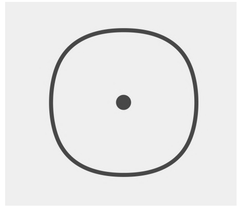
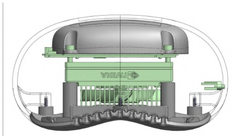
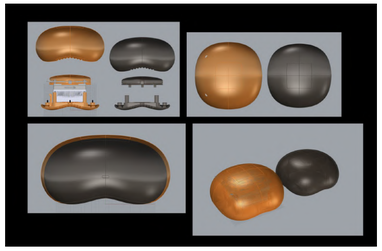


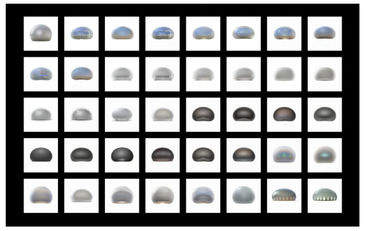
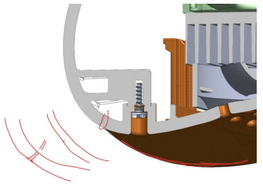


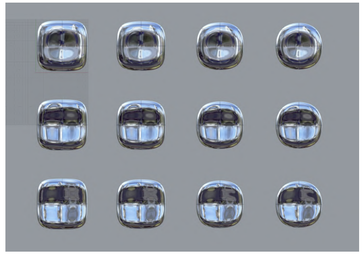
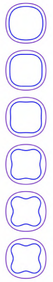




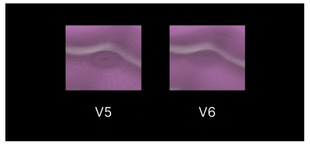


Truffle¹ Made in Los Angeles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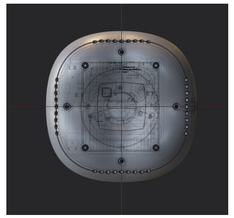
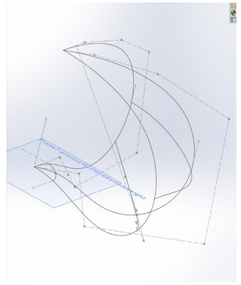
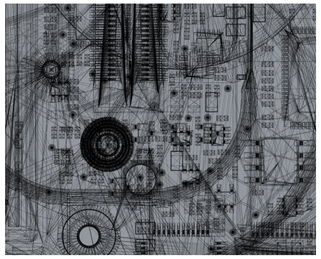
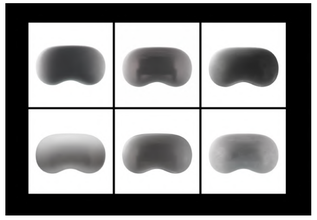
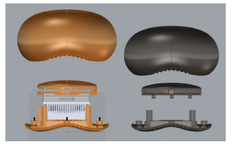




Capsule Collection is a modular family of olfactory objects: an incense holder, ceramic diffuser, and refillable candle. The project was commissioned by Benjamin Gross to explore ritual through form and the senses.

Each piece functions independently or stacks into a unified system. Their rounded geometry create a shared visual language that’s compact, tactile, and adaptable to various settings.

Whether used individually or assembled as one, the collection evokes presence through weight, proportion, and material continuity.

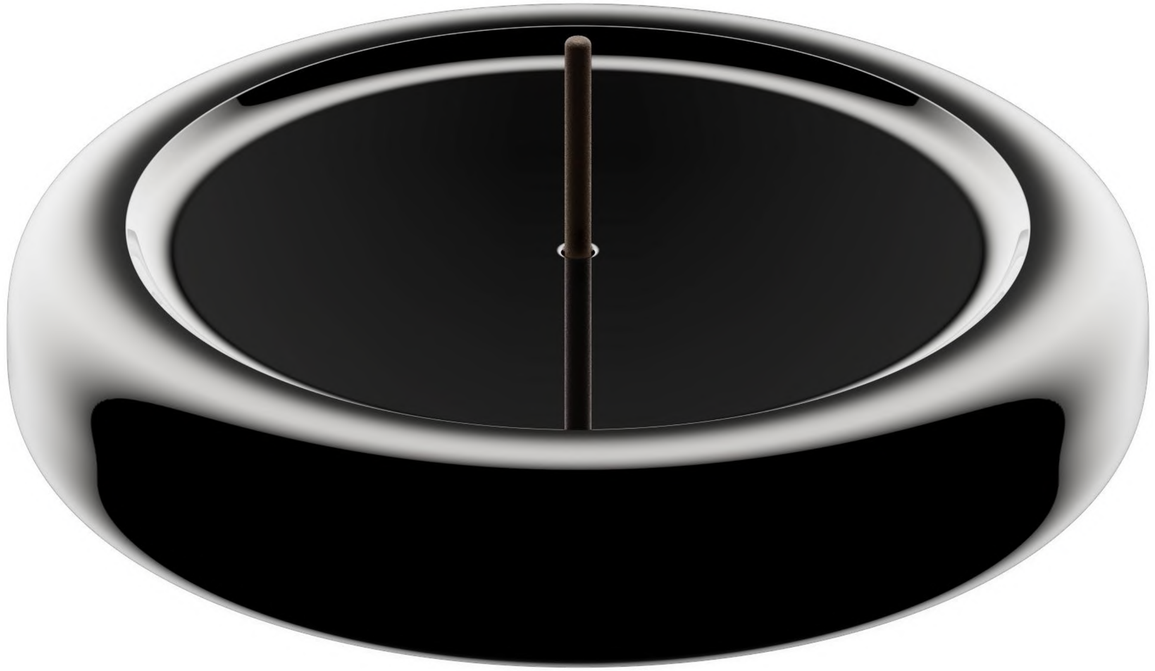
Year
2023

Client
Curio

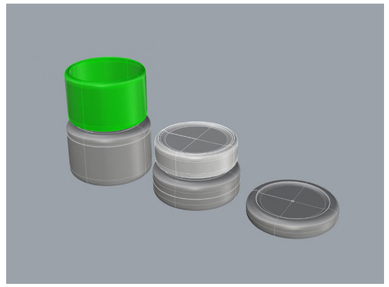
Role
Industrial Designer (Contract)

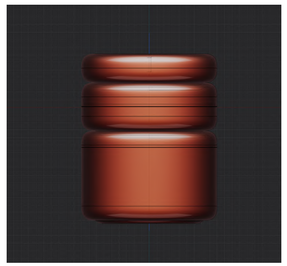
Key Materials
Stainless steel
Polyether Ether Ketone
Unglazed ceramic

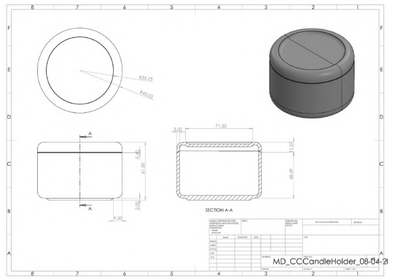
Processes
Lathe CNC machining
Slip casting
3D printing





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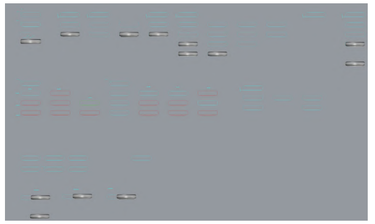
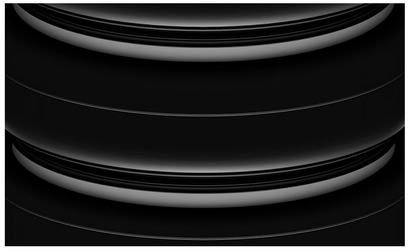
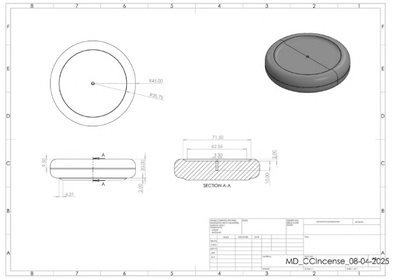
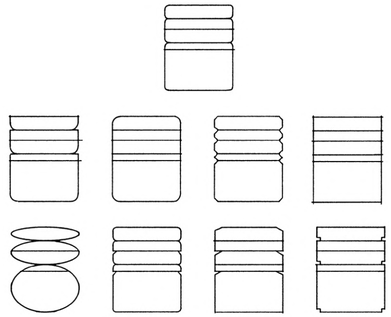
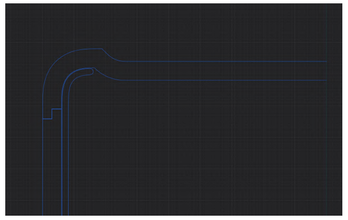
MD_CCCandleHolder_08-04-2

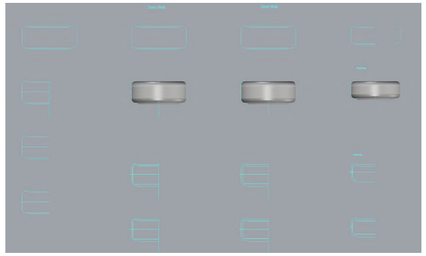


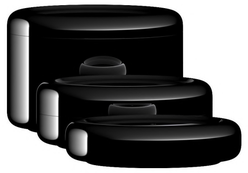


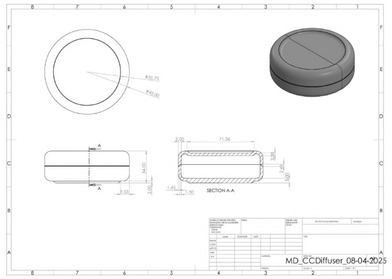

SECTION A-A
MD_CCIncense_08-04-2025







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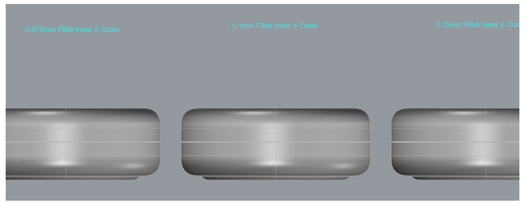
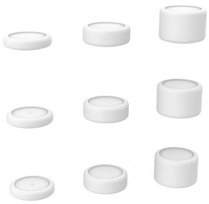
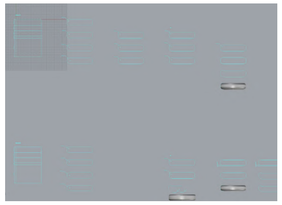
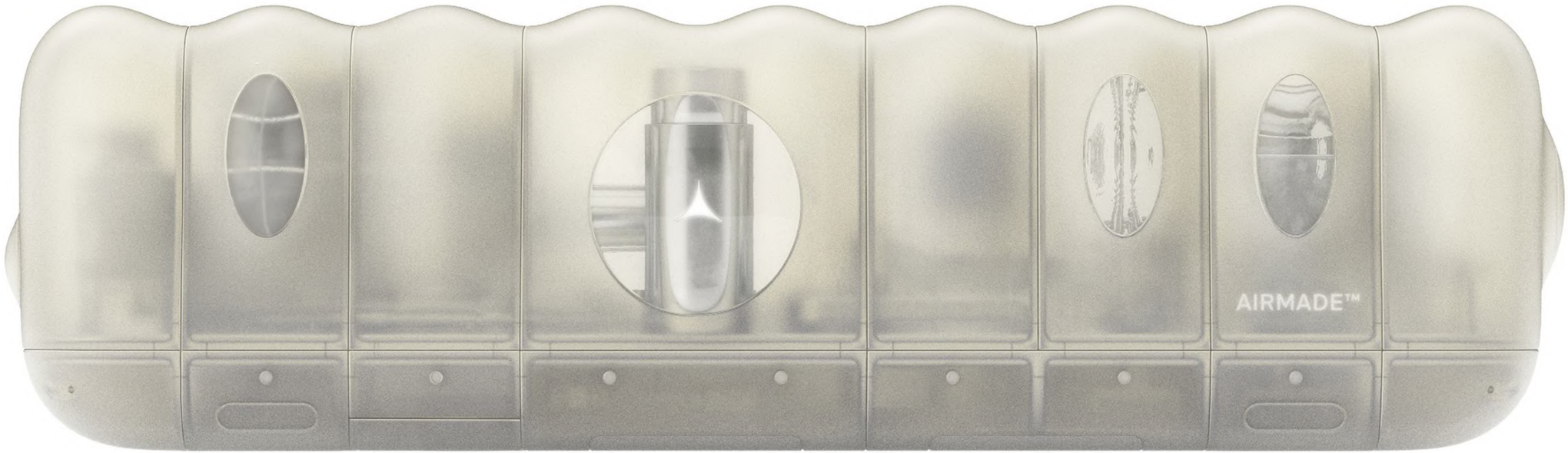
MD_CCDiffuser_08-04-2025


0.075mm Fillet Inner & Outer
0.1mm Fillet Inner & Outer
0.15mm Fillet Inner & Out






AIRMADE™

Commissioned by Air Company to design an enclosure system for its carbon conversion technology, I collaborated with Joe Tsao to develop a scalable architecture for housing AIRMADE™ reactors.

Using generative AI and a procedural CAD workflow, we explored modular frameworks that adapt to a range of production environments. Customisable panels attach to an extensible substructure, allowing the system to scale across form factors and deployment contexts.

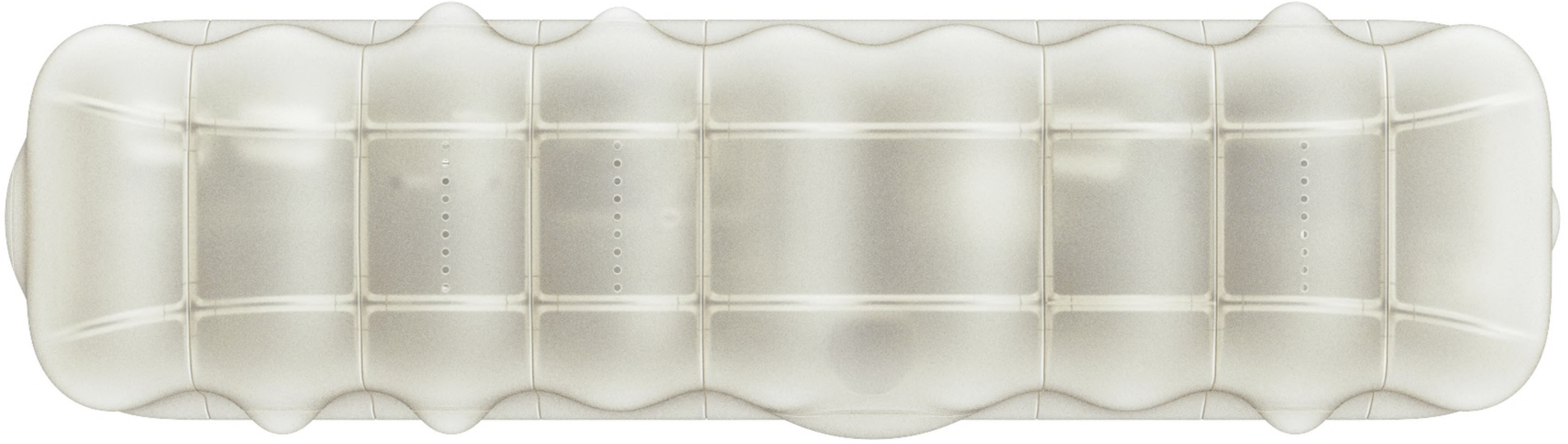
To support rapid mobility, we proposed transport-specific modules — enabling the technology to be deployed where it's needed most. The goal was to translate a breakthrough in carbon capture into a flexible, future-ready industrial platform.

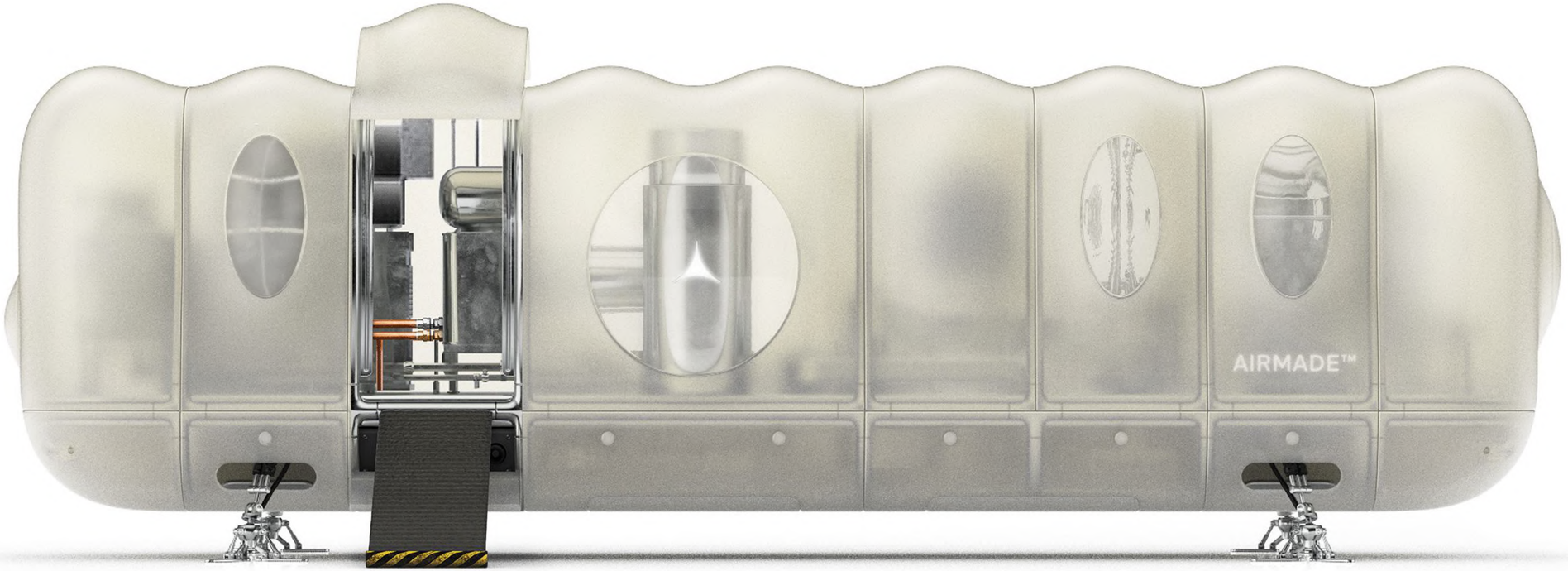
Year
2024

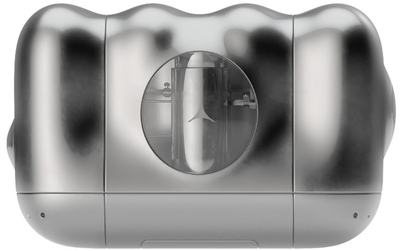
Client
Air Company

Role
Industrial Designer

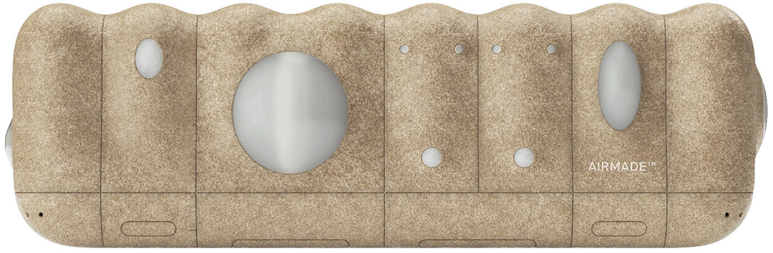
Key Materials
Carbon-based bio-polymers
Industrially recycled metals
Technical knit yarn

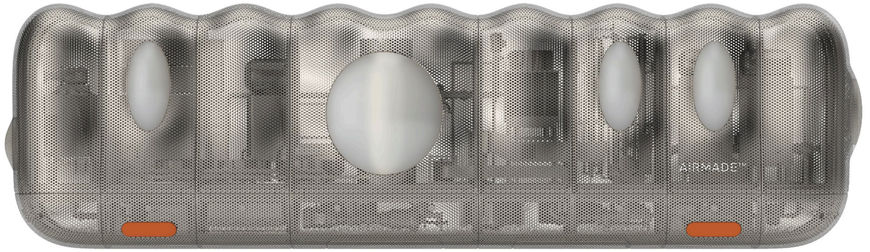


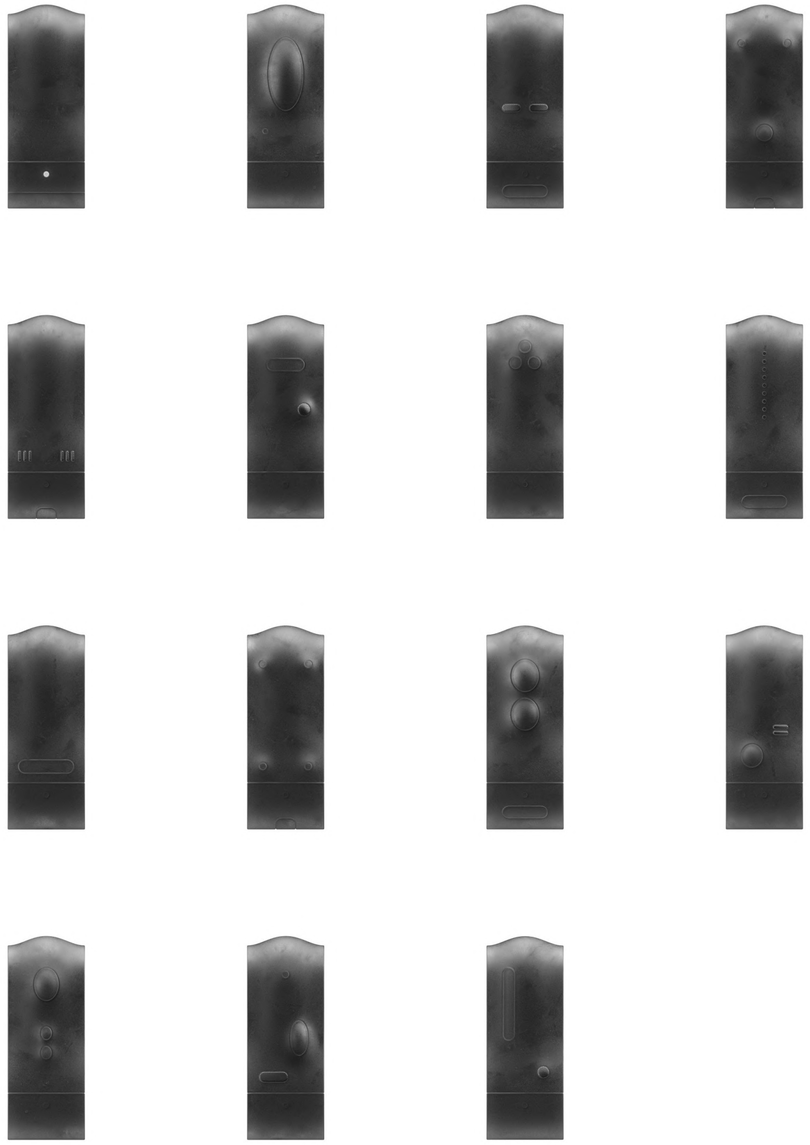

AIRMADE™

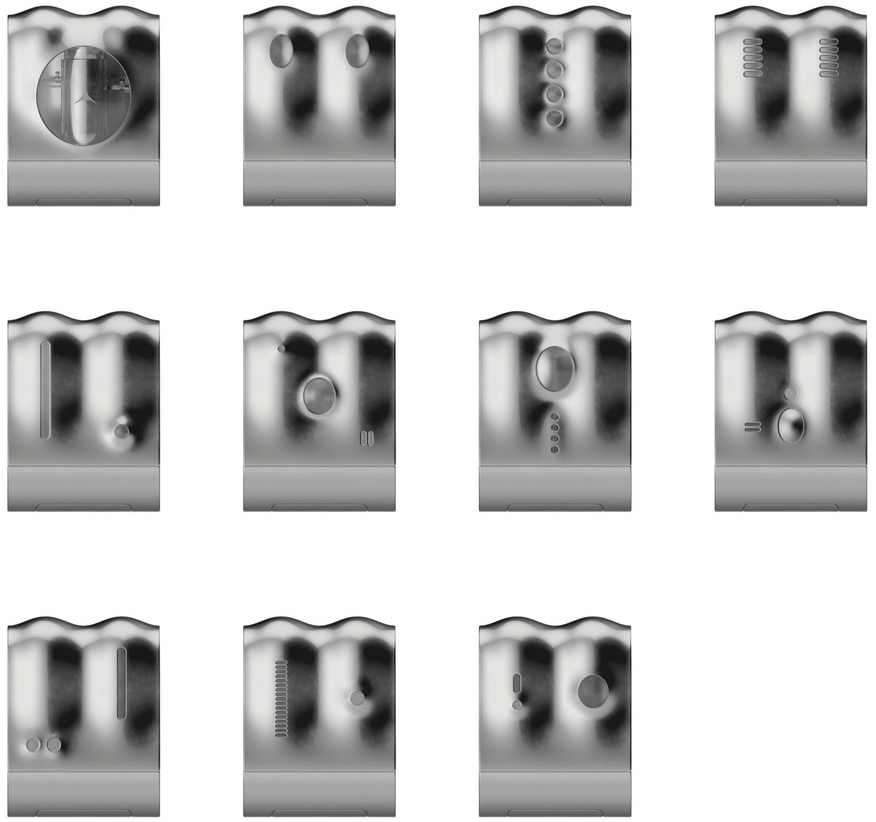



AIRMADE™

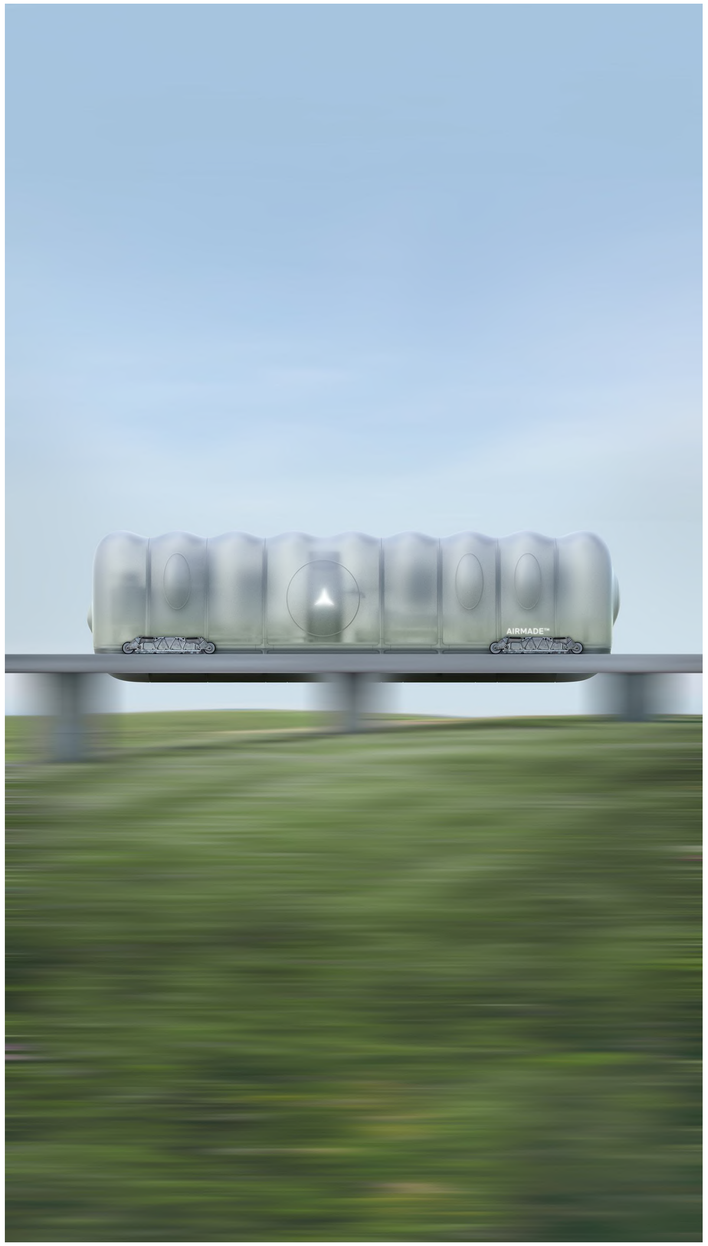

AIRMADE™


AIRMADE™

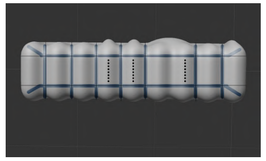


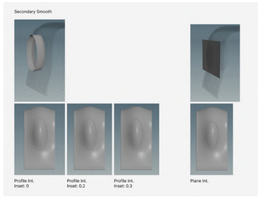



AIRMADE™


AIRMADE™


AIRMADE™

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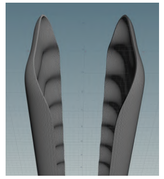
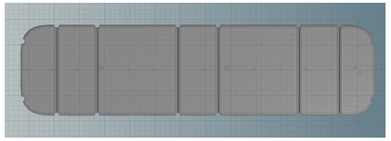
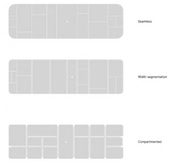
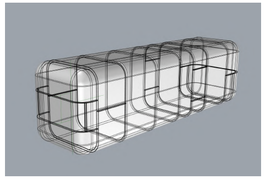
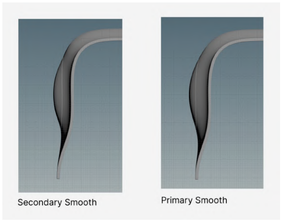
Profile Int.
Inset: 0
Profile Int.
Inset: 0.2
Profile Int.
Inset: 0.3
Plane Int.

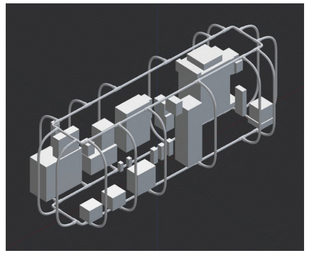


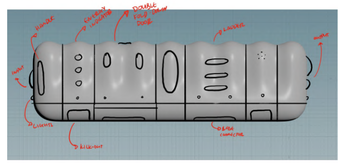


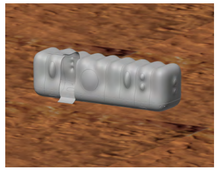

Seamless
Width segmentation
Compartmented

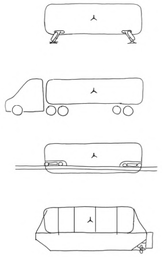


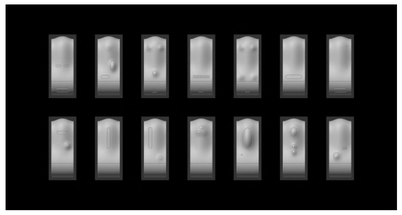

Secondary Smooth
Primary Smooth

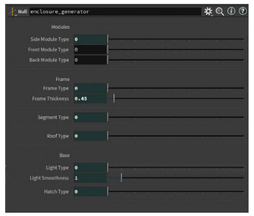


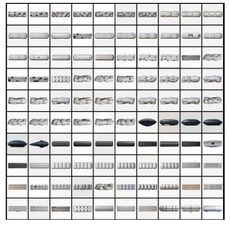


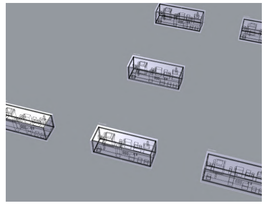


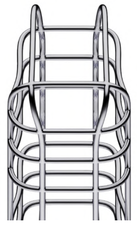


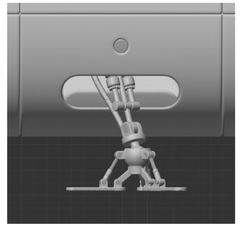


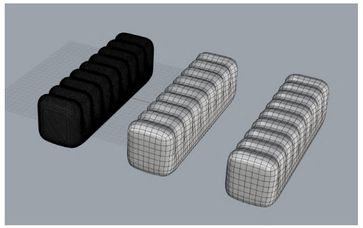

Multi enclosure_generator
Modules
Side Module Type 0
Front Module Type 0
Back Module Type 0
Frame
Frame Type 0
Frame Thickness 0.45
Segment Type 0
Roof Type 0
Base
Light Type 0
Light Smoothness 1
Hatch Type 0

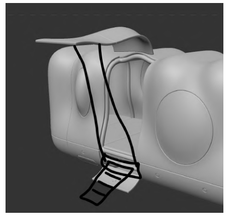


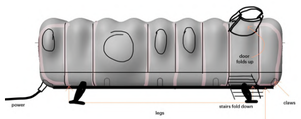


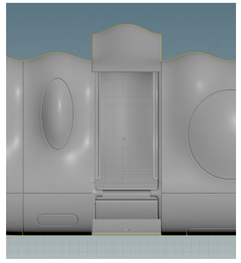


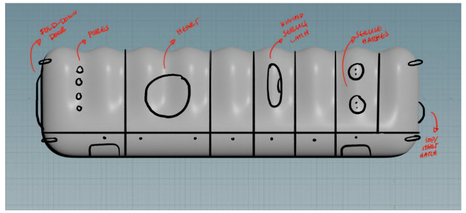







door
folds up
power
stairs fold down
legs
base platform





In collaboration with Creative Director James Earls, I designed Altar, a meditation object that bridges contemplative traditions with contemporary wellbeing. Standing 70cm tall, the vessel uses light and sound to guide breath through a 10.5-minute sequence activated by a single touch.

Inspired by archetypal forms but tied to no specific tradition, Altar remains deliberately neutral. Its minimal interface fosters presence rather than demand for attention.

Cast in bronze, the object develops a patina over time, subtly recording its history of use. In contrast to screen-based wellness tools, Altar offers a tangible, ambient alternative designed to support quieter forms of interaction.

The first edition is currently being produced at a bronze foundry in South Africa.

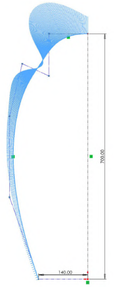
Year
2025

Client
ProtoEditions

Role
Industrial Designer (Contract)

Key Materials
Bronze

Processes
Lost-wax casting
5-Axis CNC milling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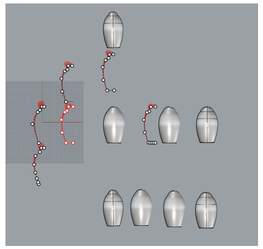
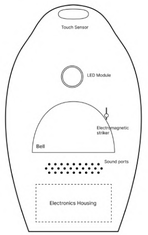
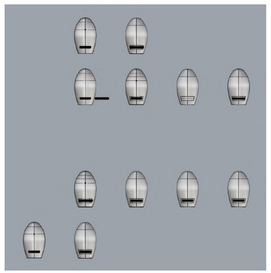
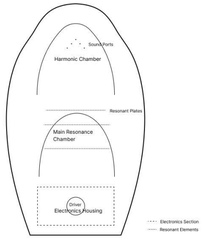
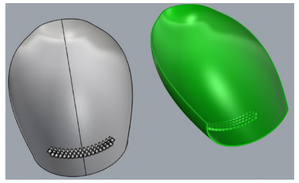


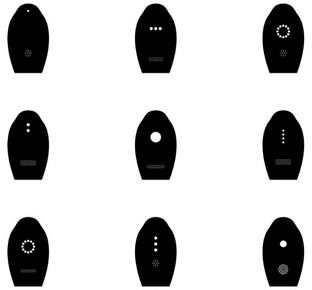

Touch Sensor
LED Module
Electromagnetic striker
Bell
Sound ports
Electronics Housing

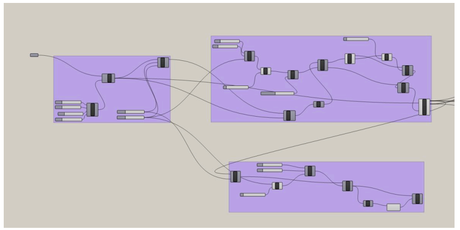

Paused

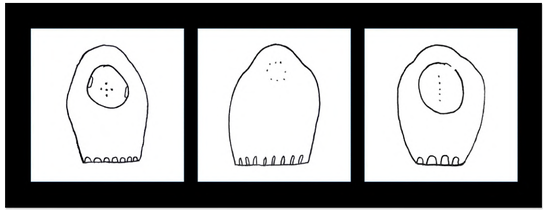


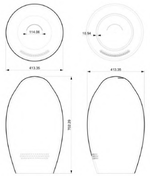

Sound ports
Harmonic Chamber
Resonant Plate
Main Resonance Chamber
Drive
Electronics Housing
Electronics Section
Resonant Elements

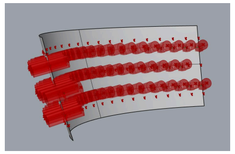




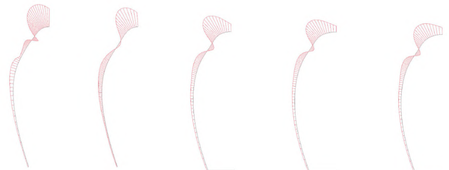


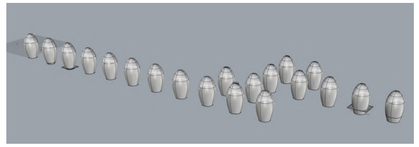


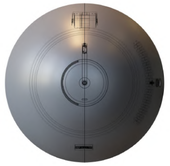

114.38
12.50
413.38
413.38
501.38

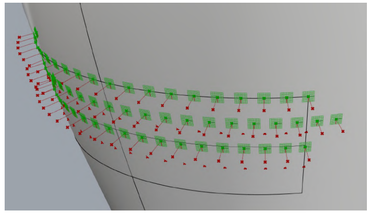



ONE
When touched, Arlar initiates a 10.5-minute immersive session.
TWO
A bell tone signals the beginning as light emerges from within.
THREE
Light pulses guide breath patterns from 4-second cycles to 6-second cycles
FOUR
Bell tones sound every 3-4 breath cycles, each slightly softer than the last.
FIVE
Final sequence extends breath to 8 seconds before fading to close.









Thank you for your time.

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