

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

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



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.

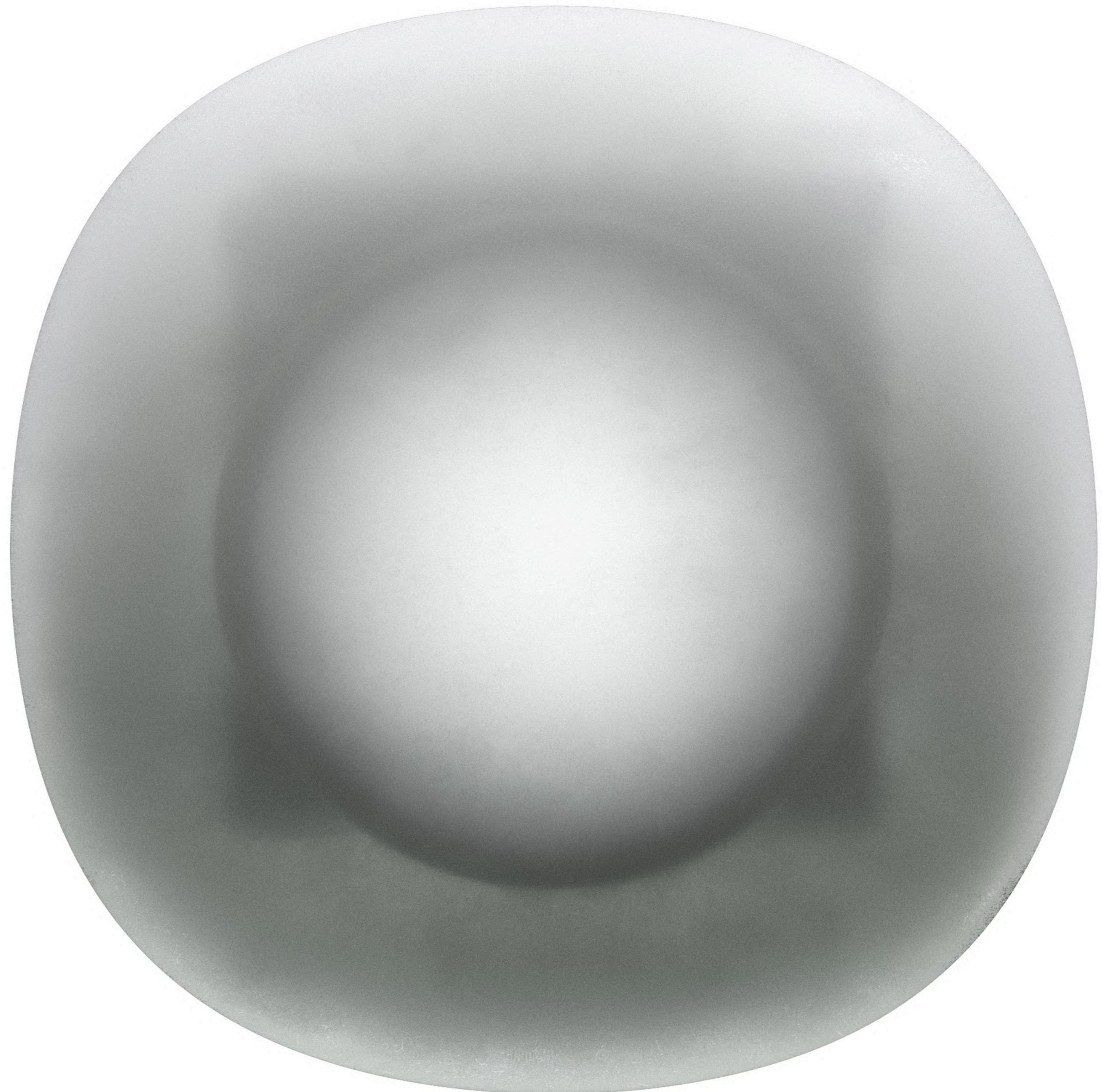
Year  
2024-2025

Client  
Truffle

Role  
Lead Industrial Designer

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

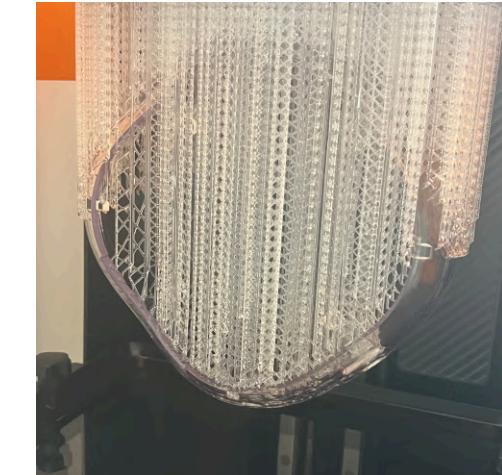
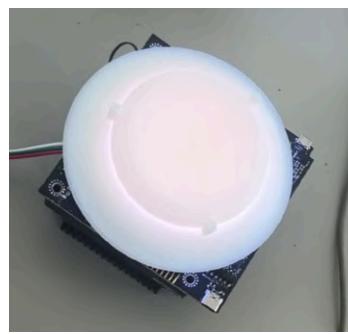
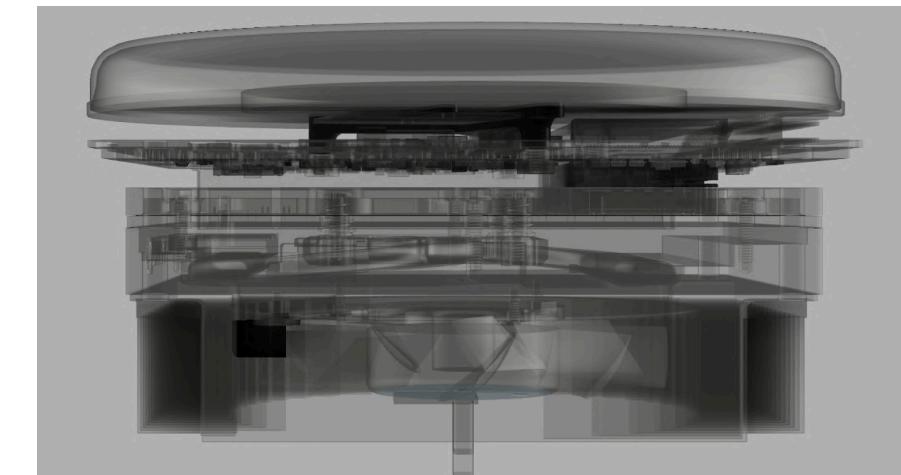
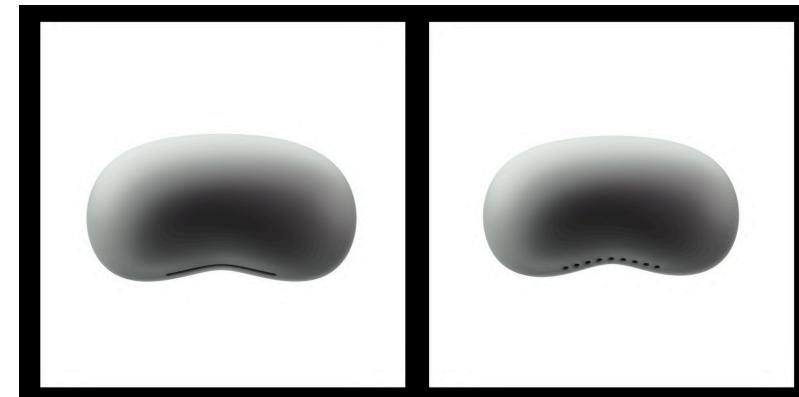
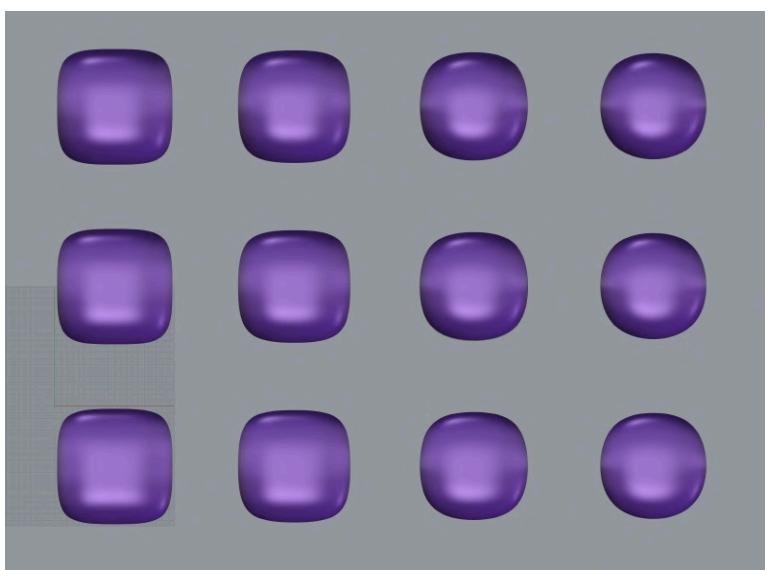
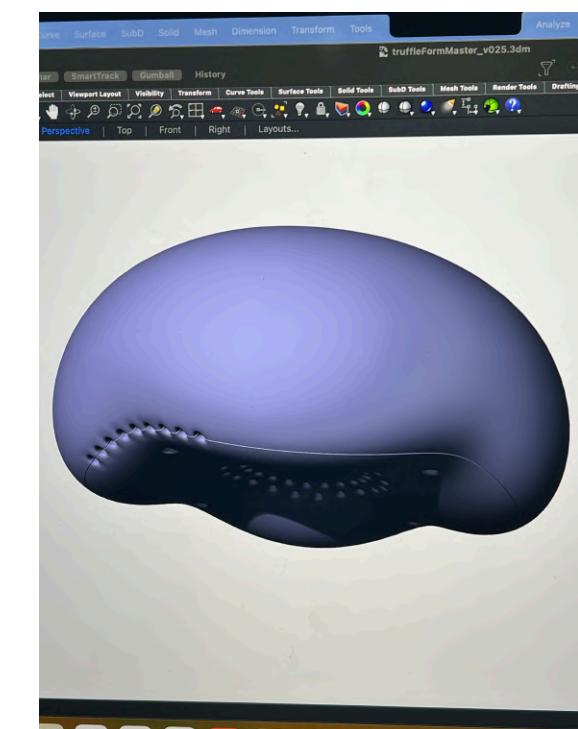
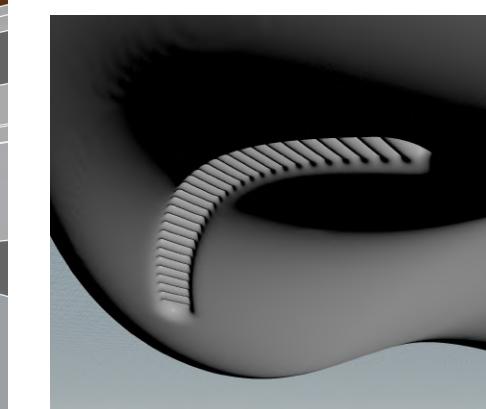
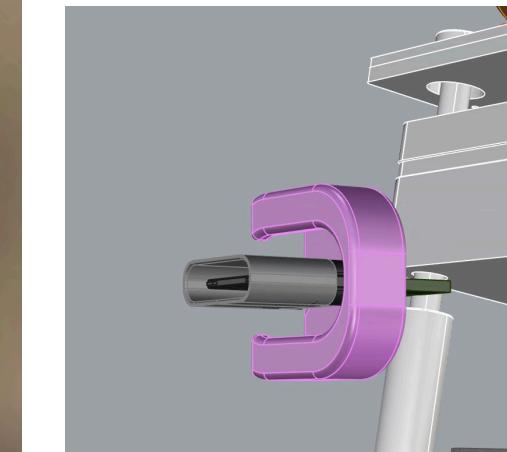
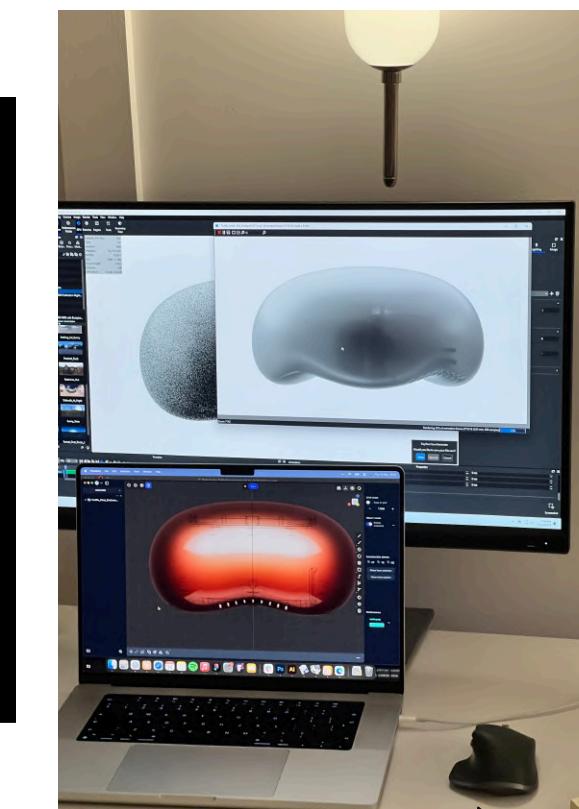
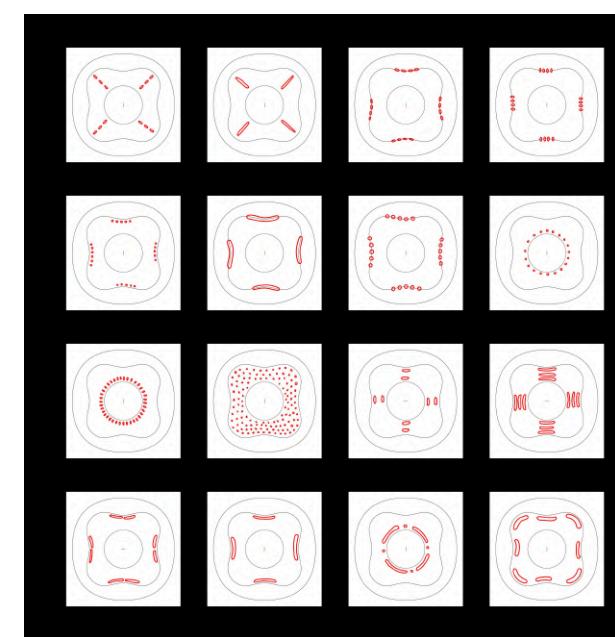
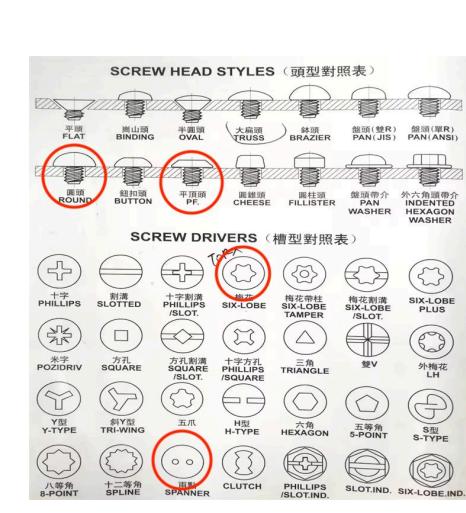
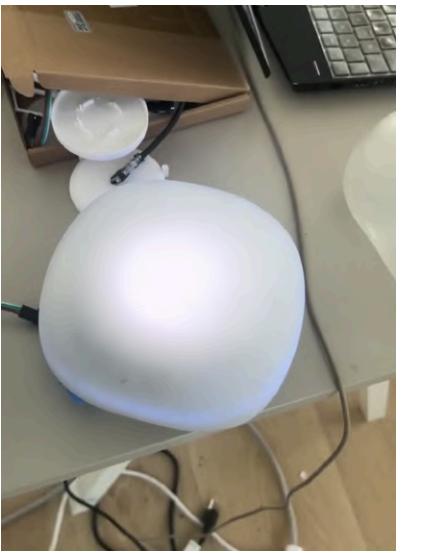
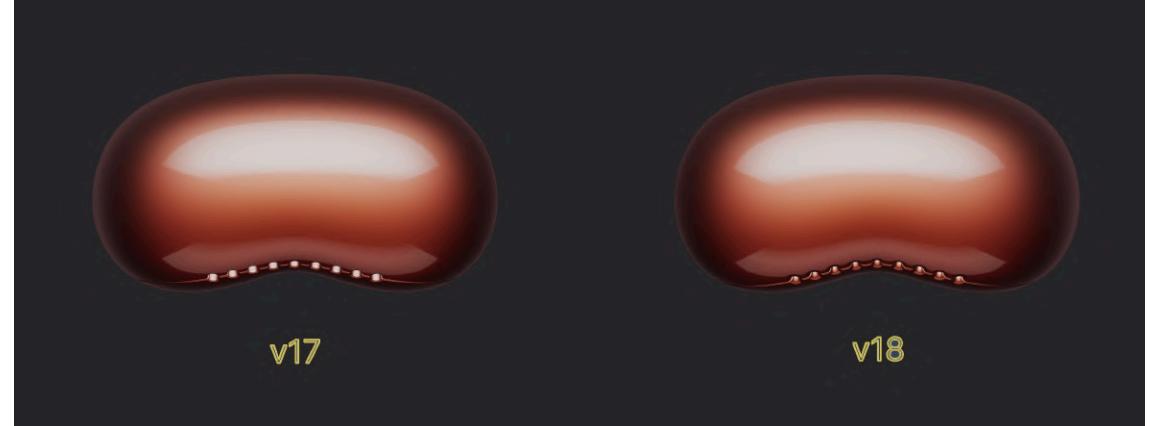
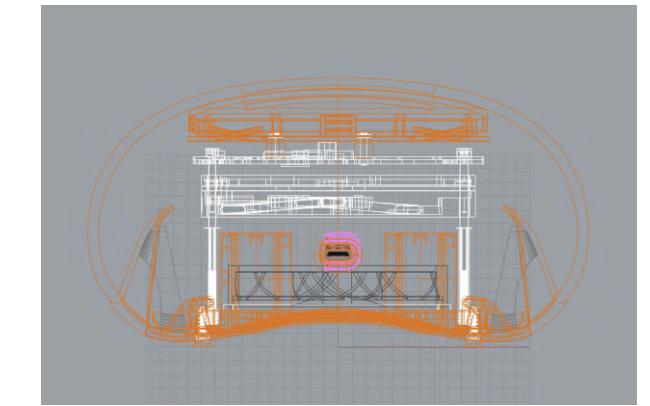
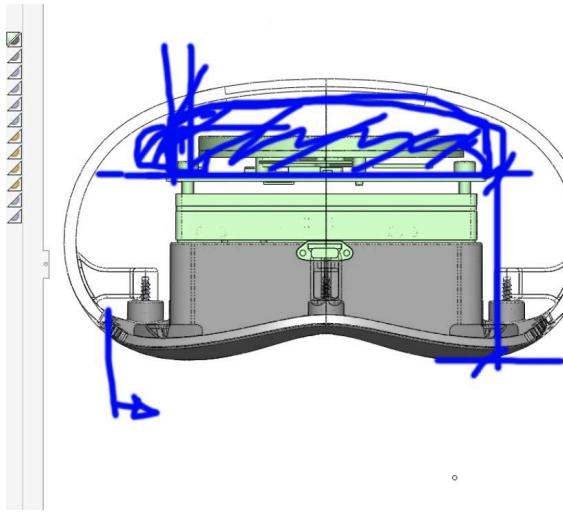
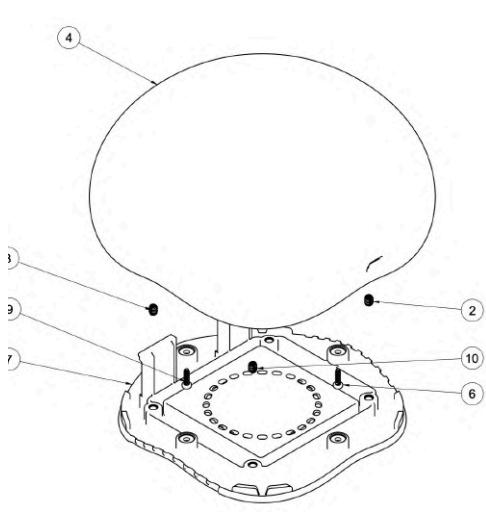
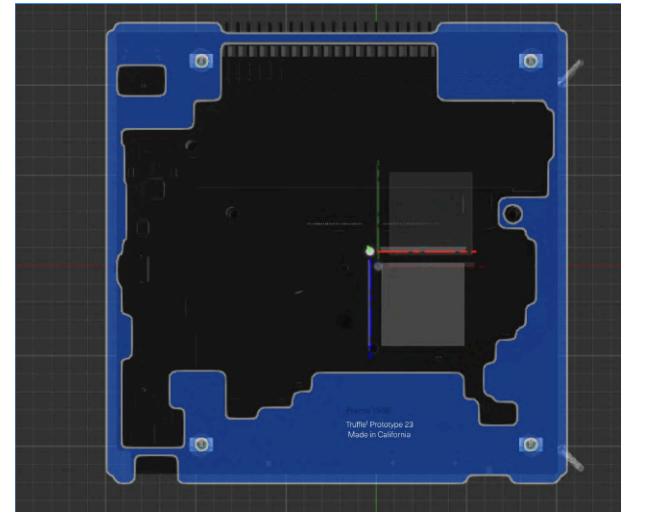
Processes  
Injection moulding  
SLS 3D printing  
CNC laser profiling



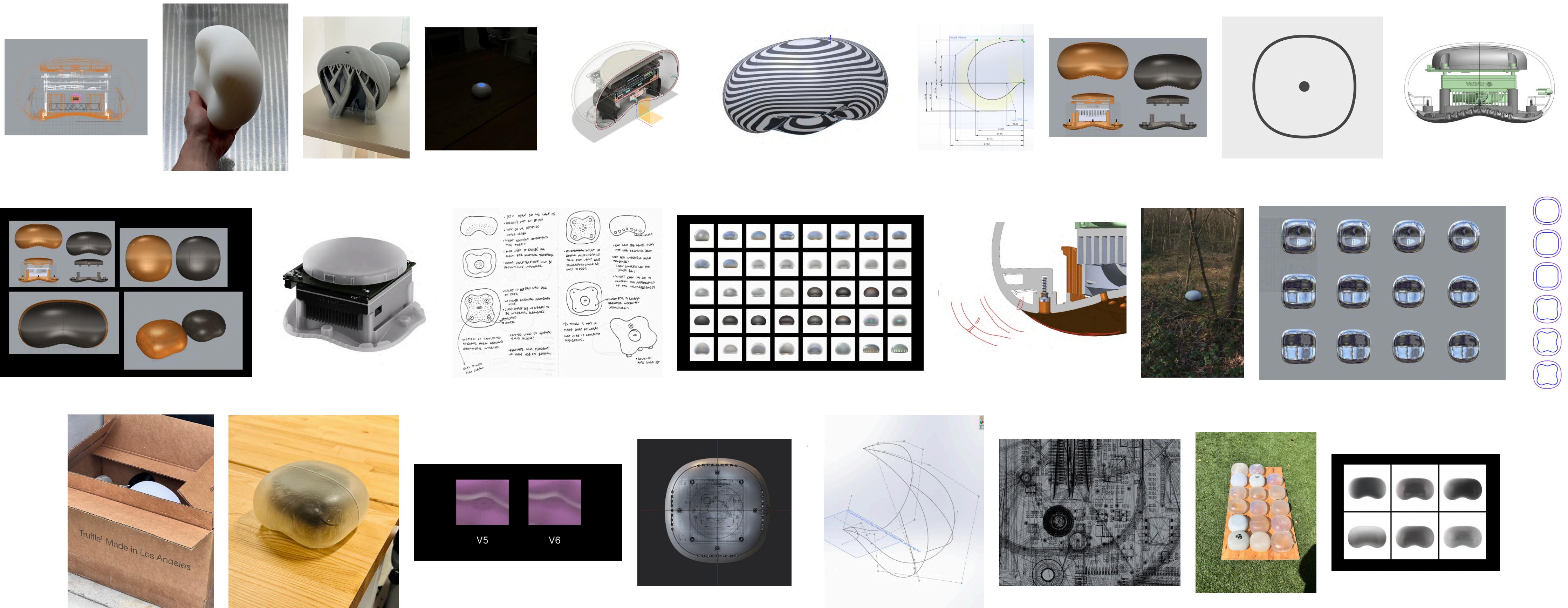








Iterative development of enclosure geometry using Class-A surfacing and physical mockups—resolving surface tension, internal layout, and assembly constraints.



Process continued.



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)

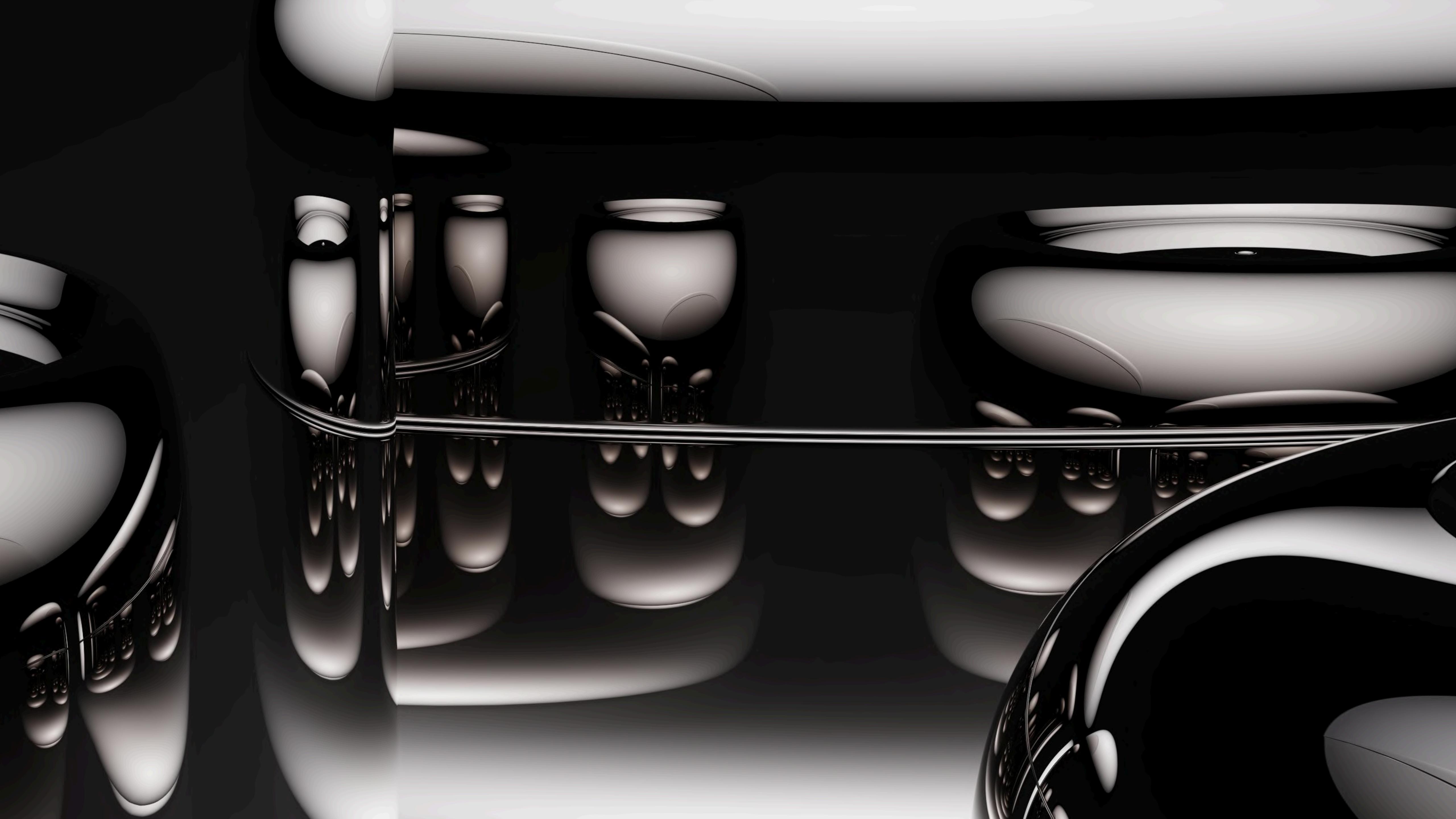
Key Materials  
Stainless steel  
Polyether Ether Ketone  
Unglazed ceramic

Processes  
Lathe CNC machining  
Slip casting  
3D printing





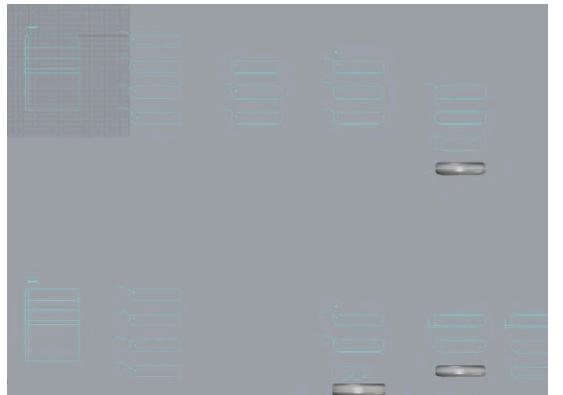
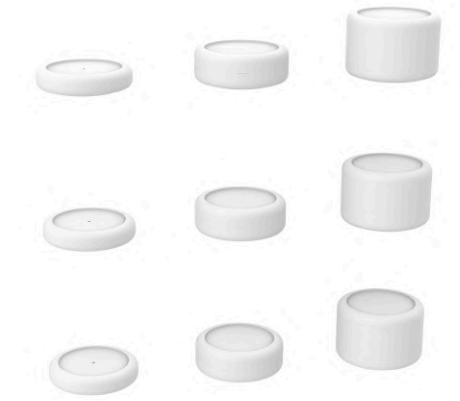
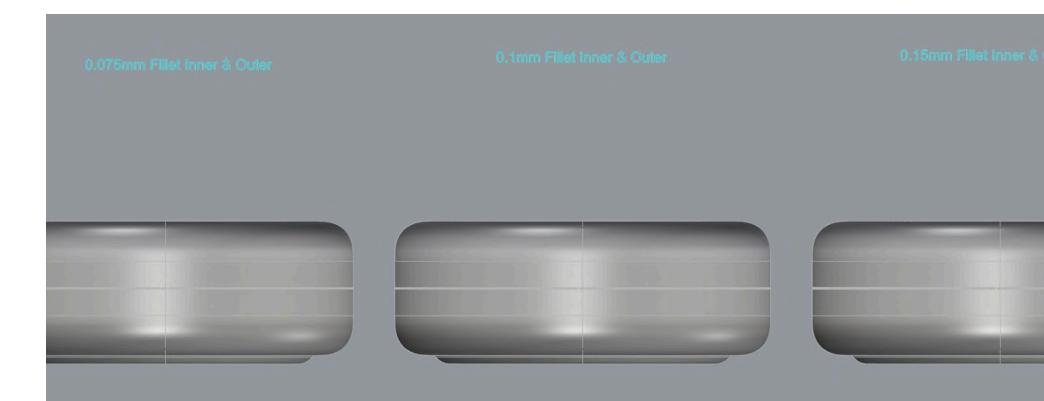
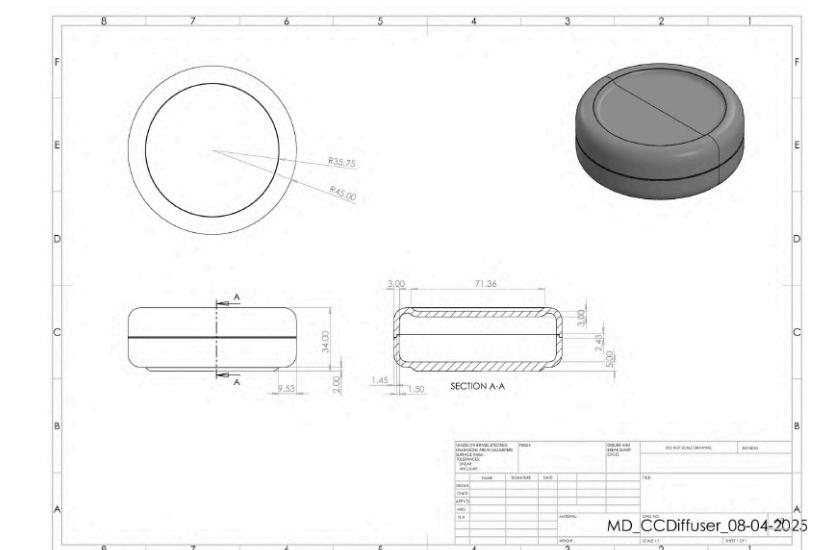
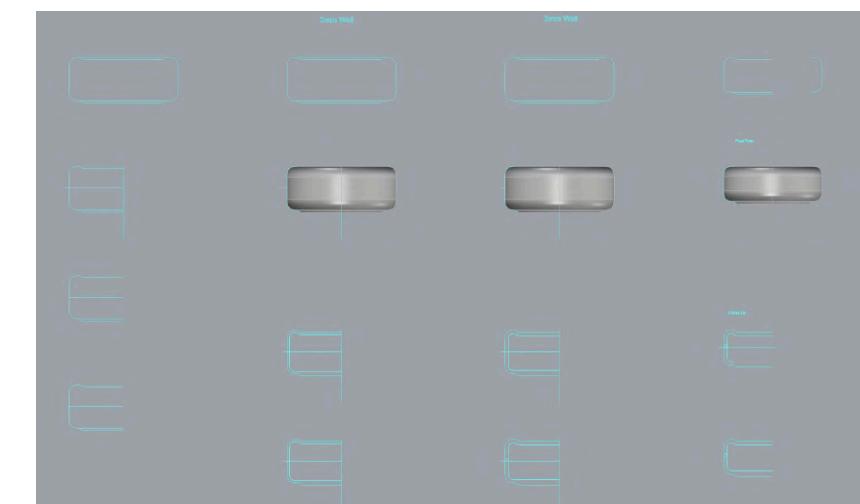
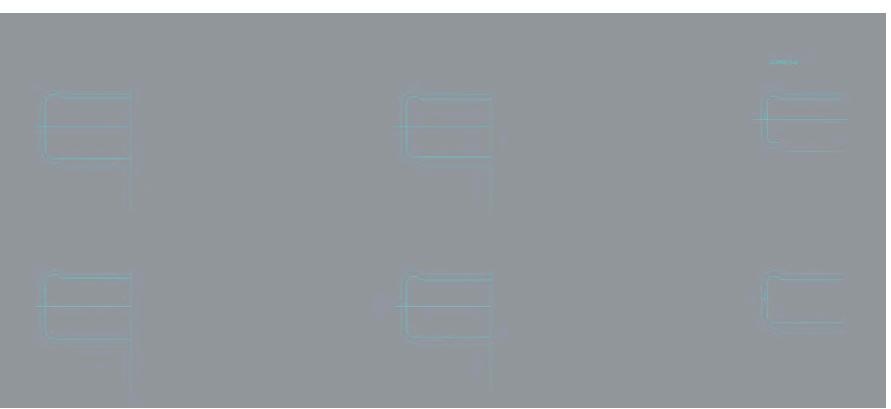
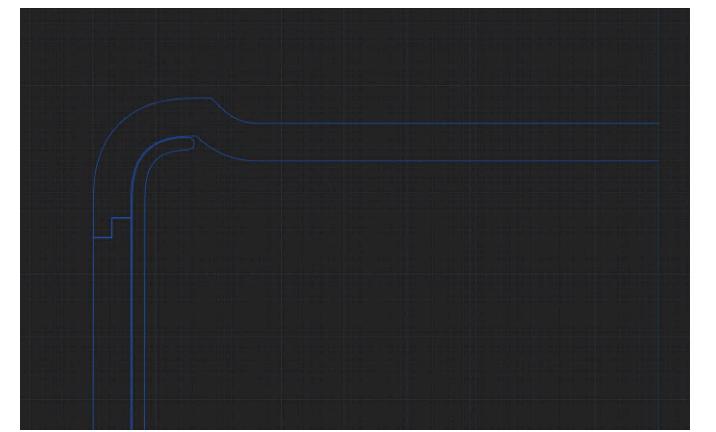
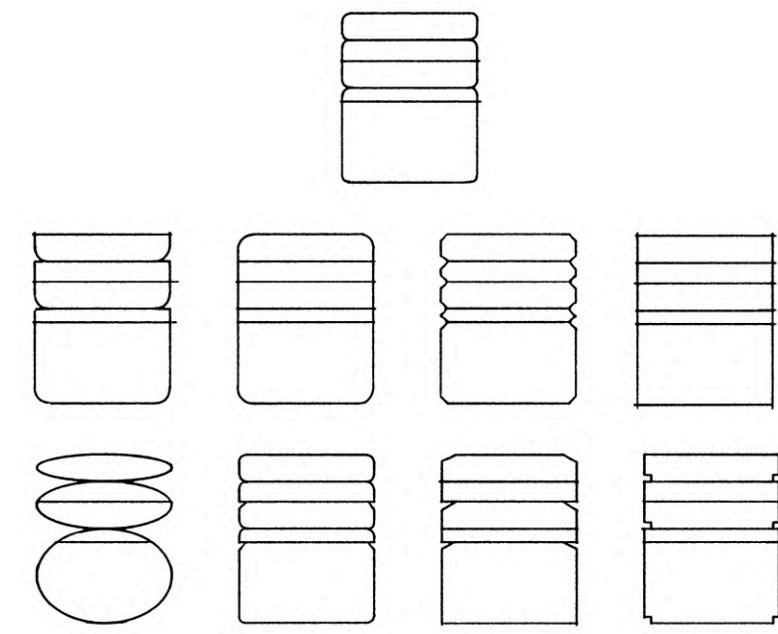
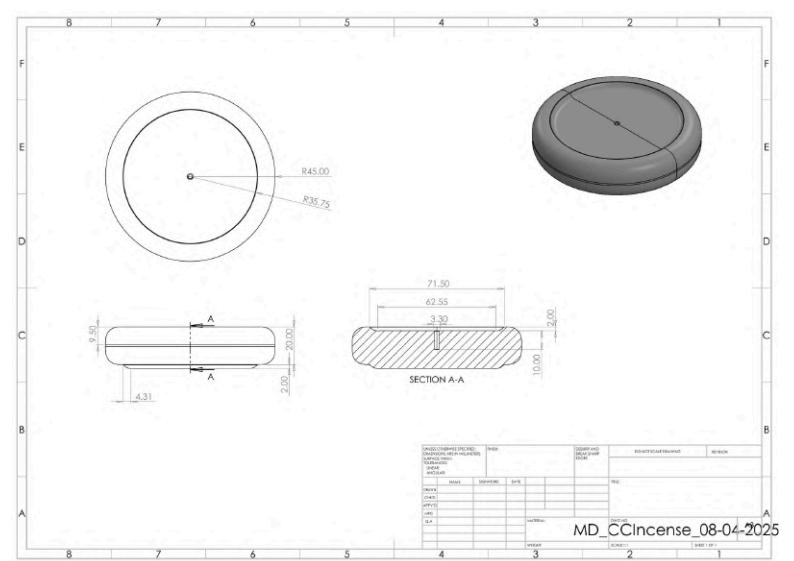
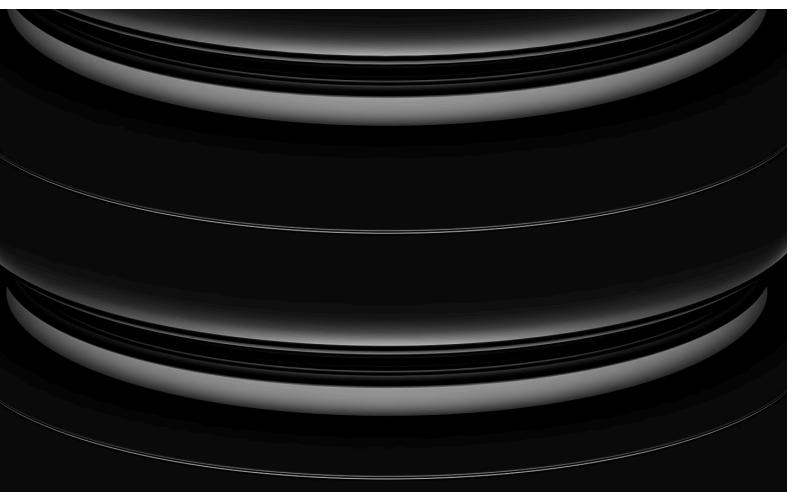
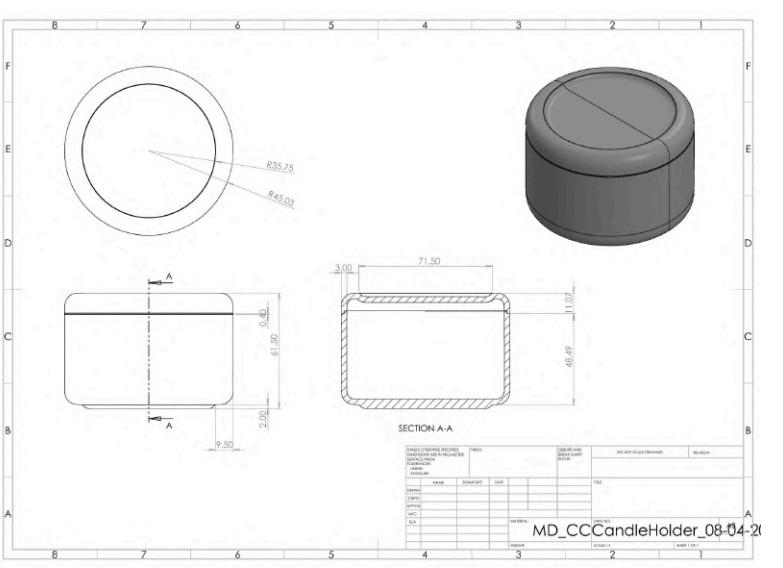
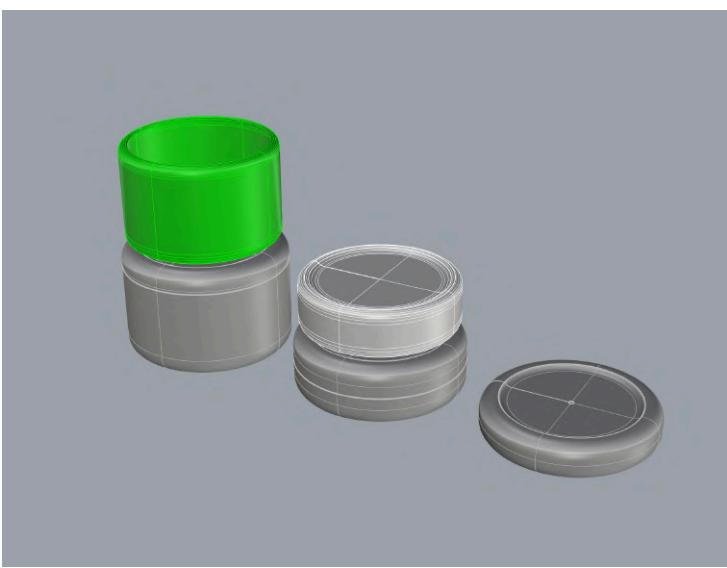




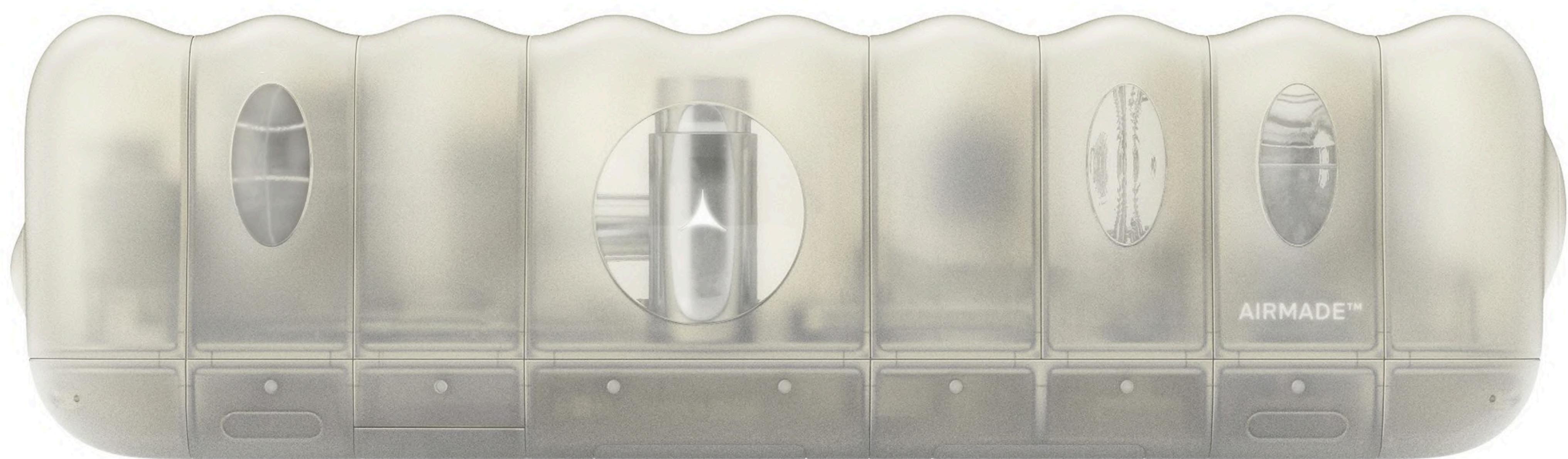








Development of stacked modular forms through sketch iteration, precision detailing, and technical drafting—culminating in a tactile system defined by proportion and alignment.



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.

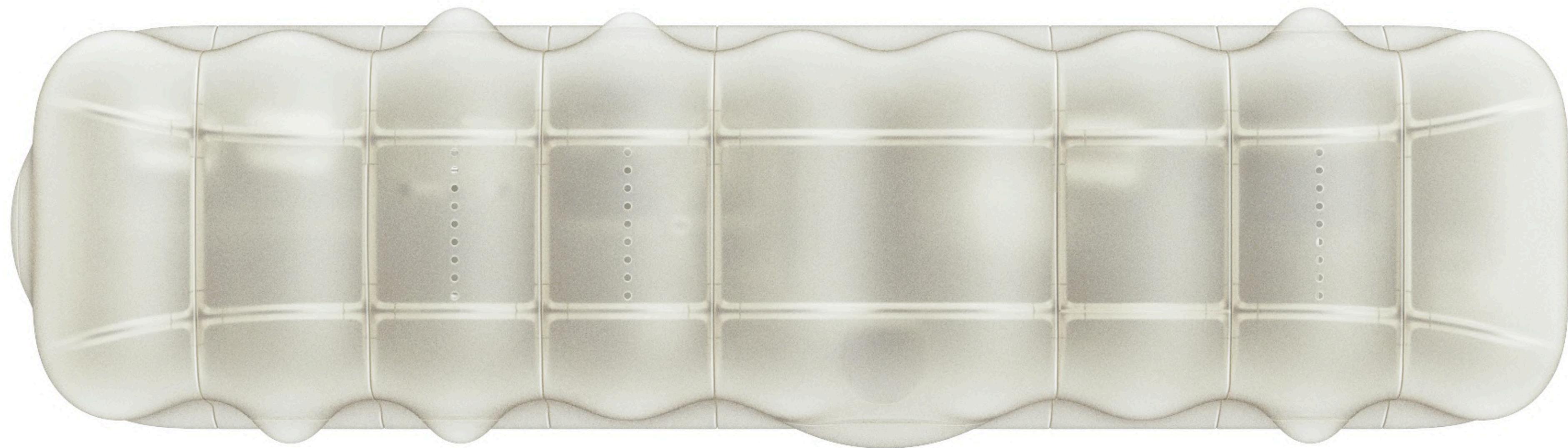
To support rapid mobility, we proposed transport-specific modules — enabling the technology to be deployed where it's needed most. The goal was to translate a breakthrough in carbon capture into a flexible, future-ready industrial platform.

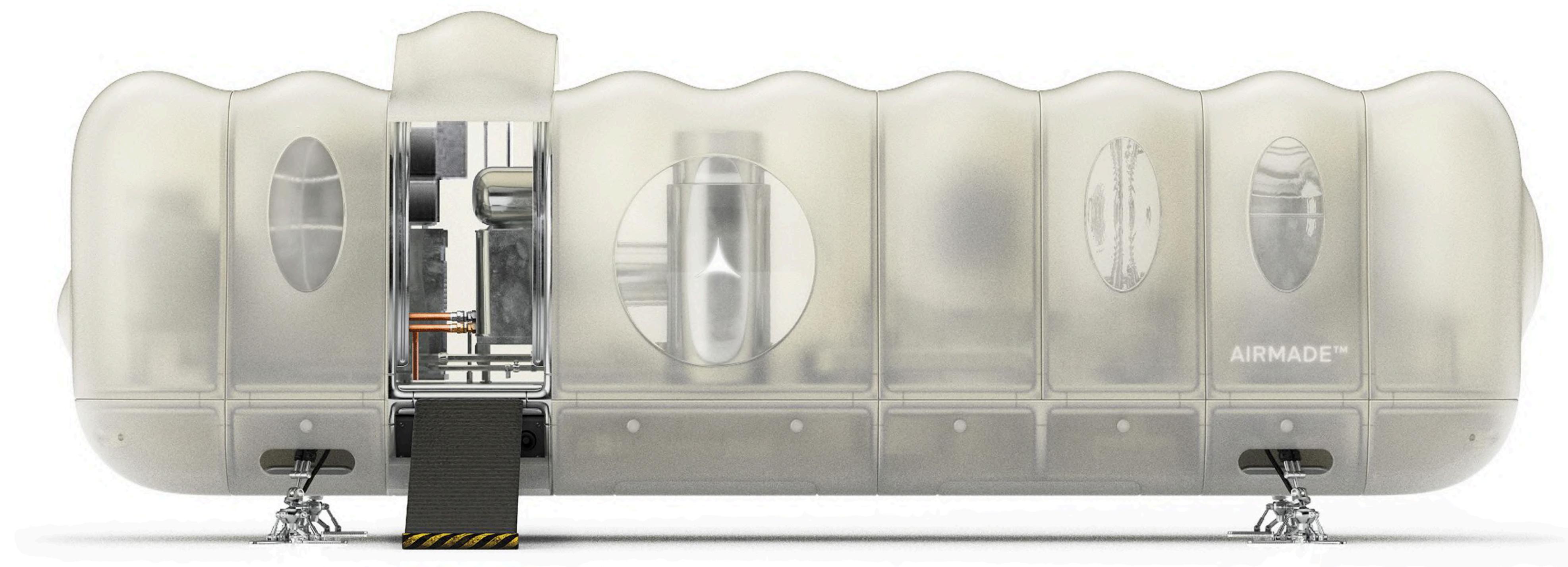
Year  
2024

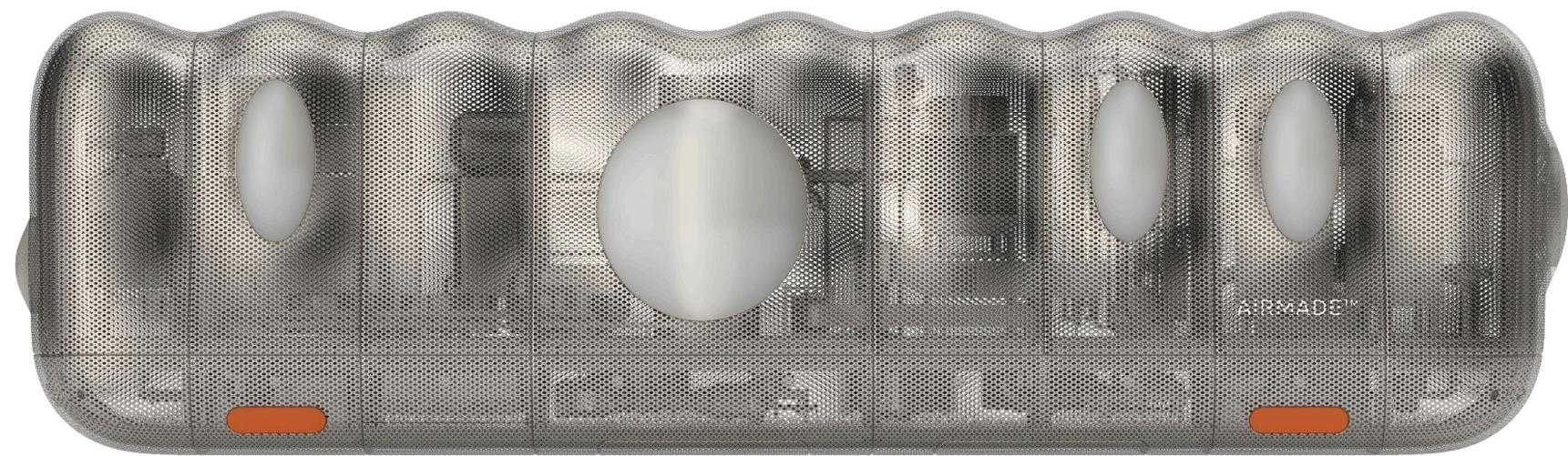
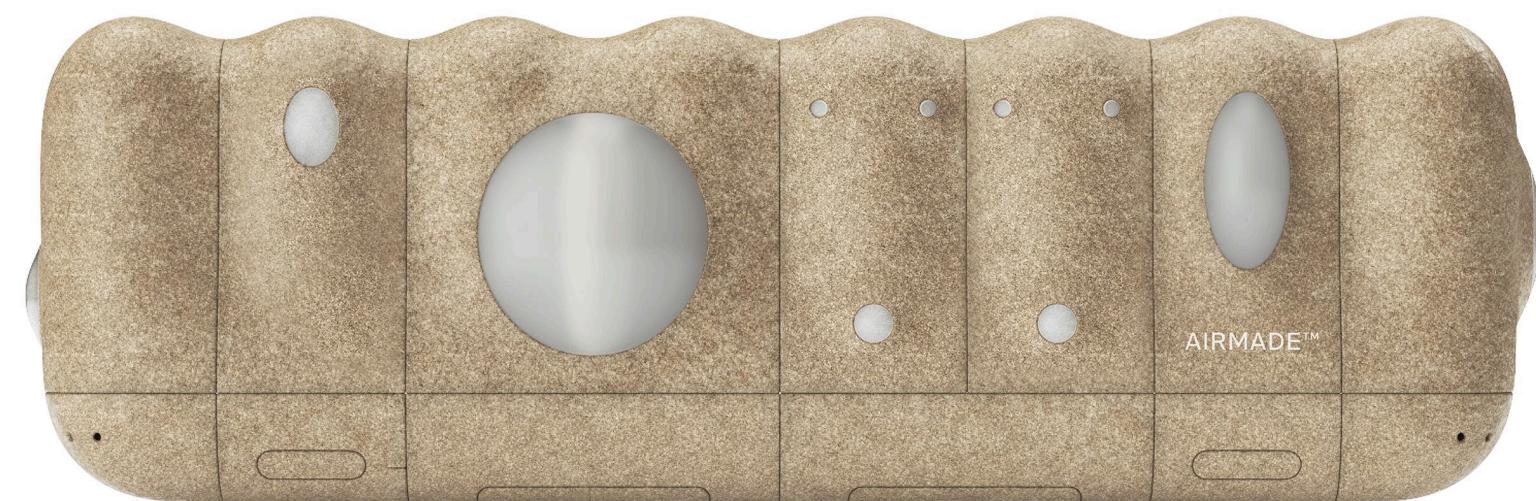
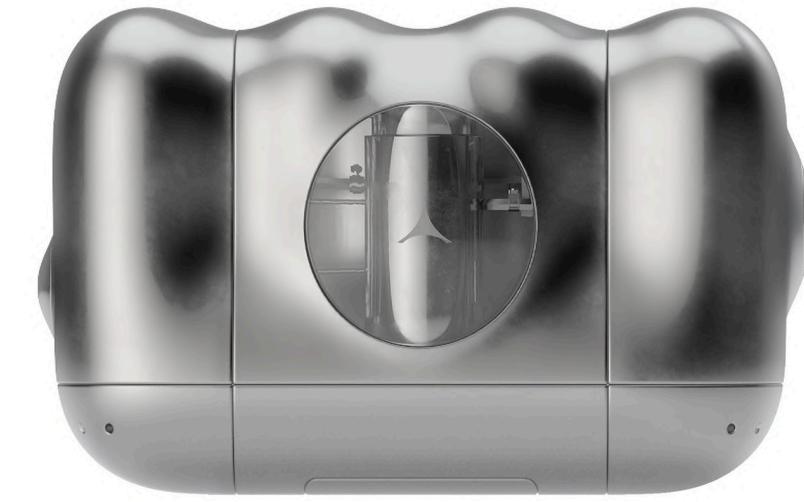
Client  
Air Company

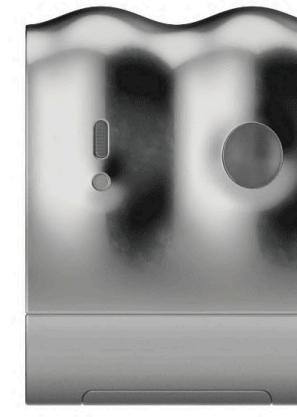
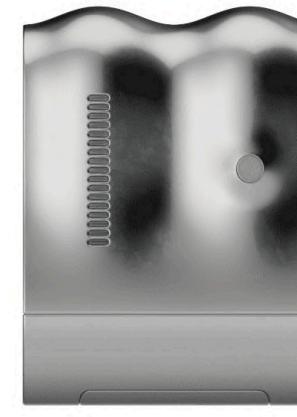
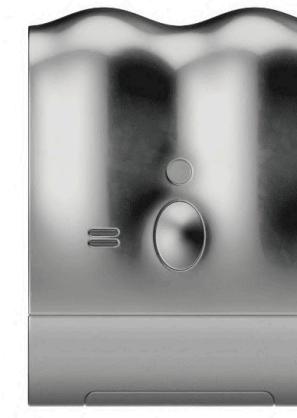
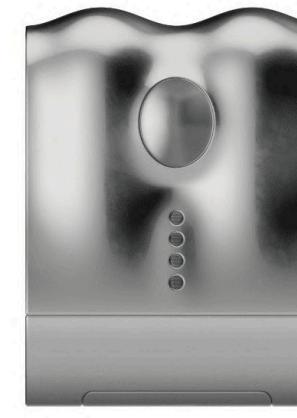
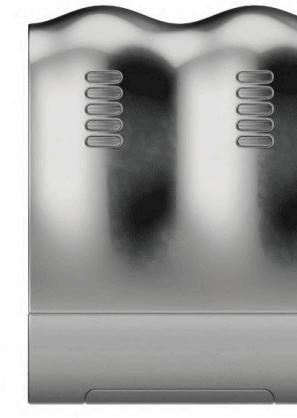
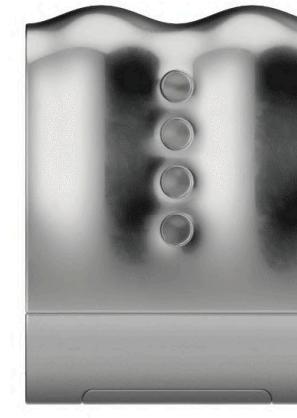
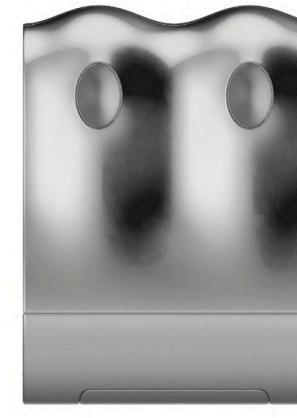
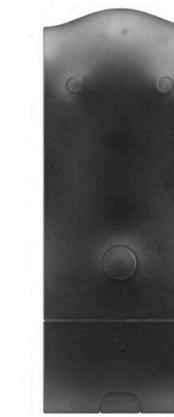
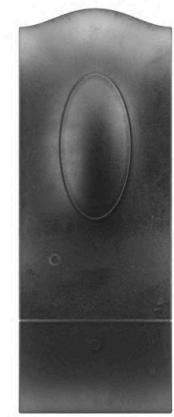
Role  
Industrial Designer

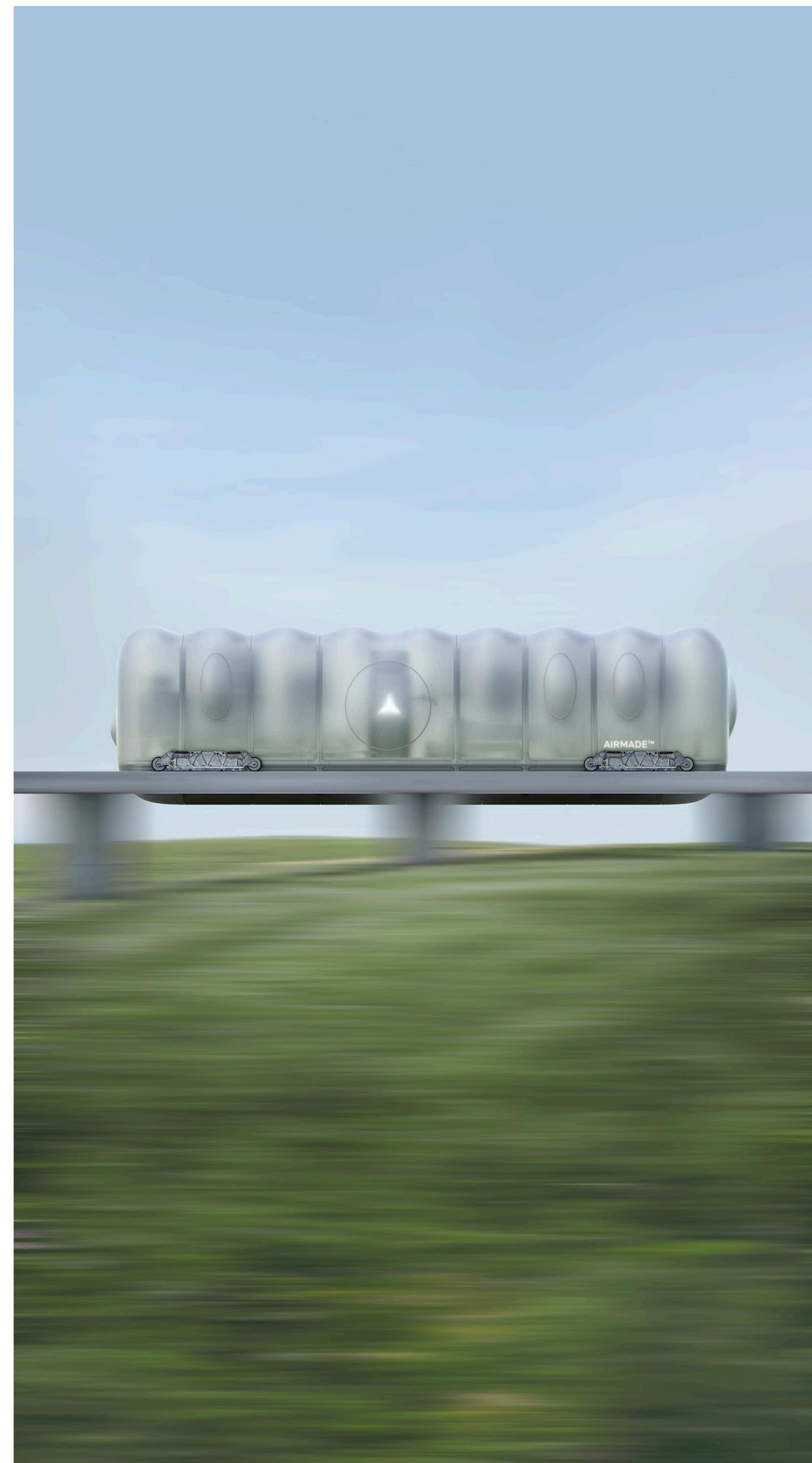
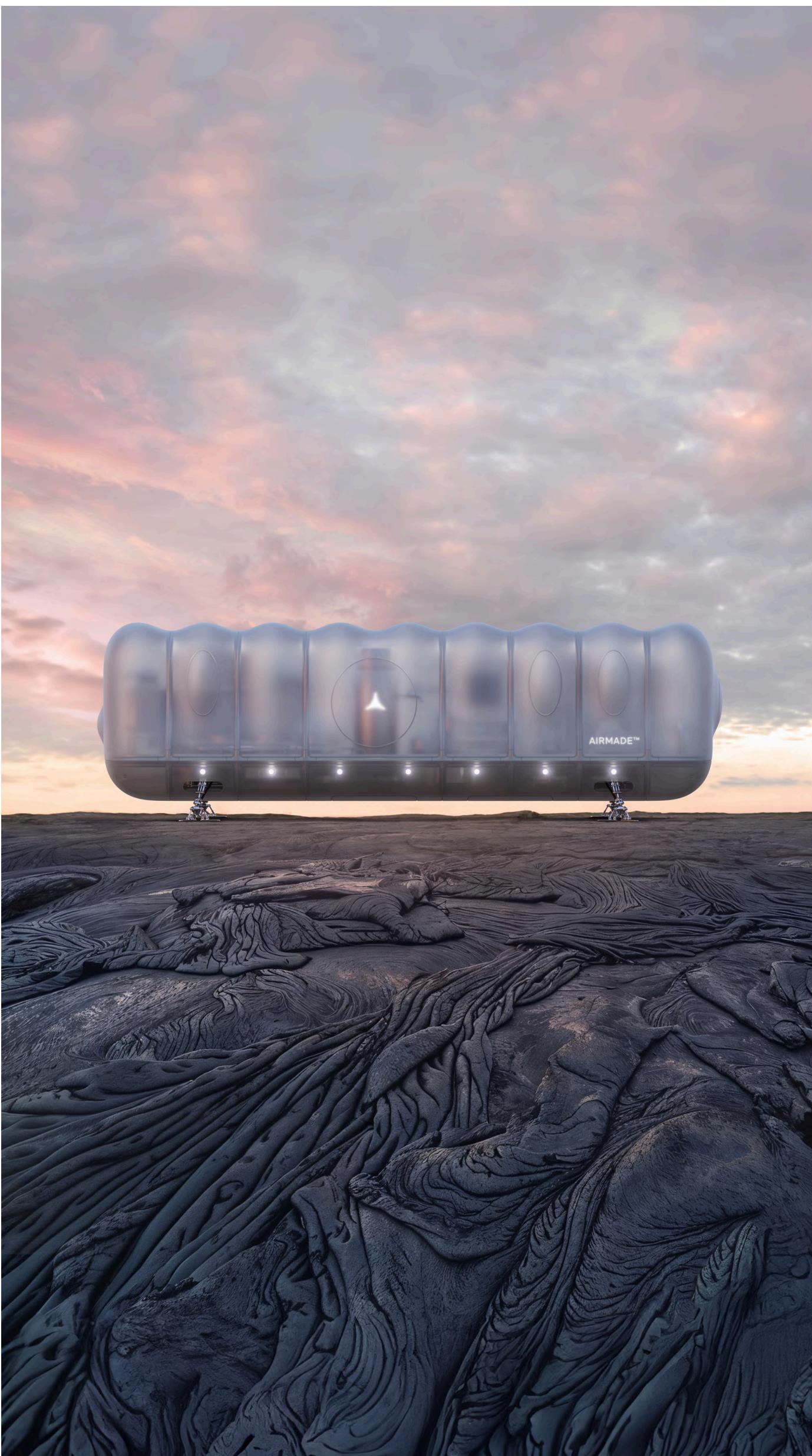
Key Materials  
Carbon-based bio-polymers  
Industrially recycled metals  
Technical knit yarn



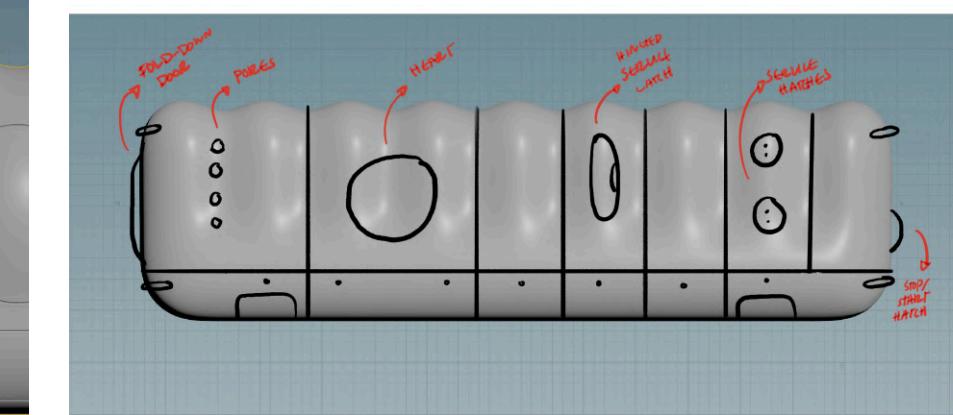
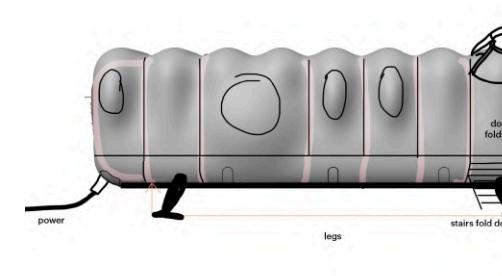
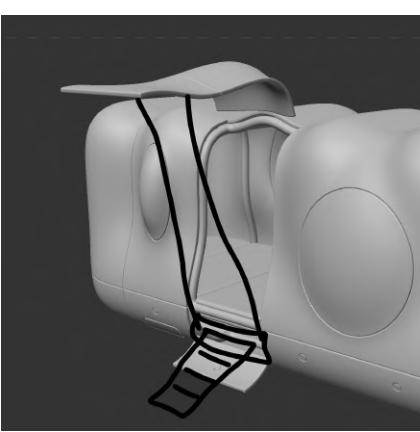
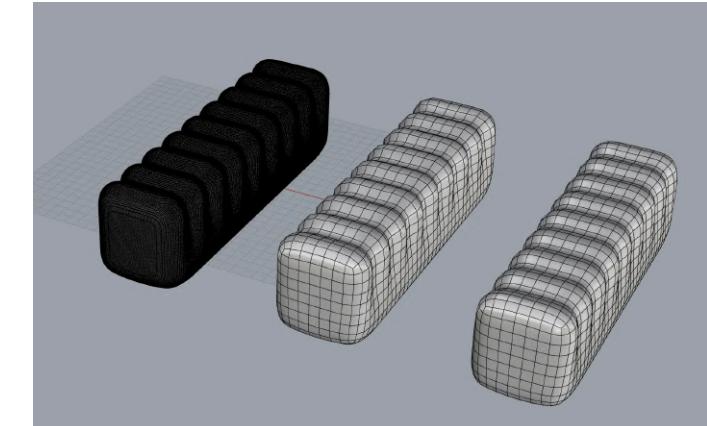
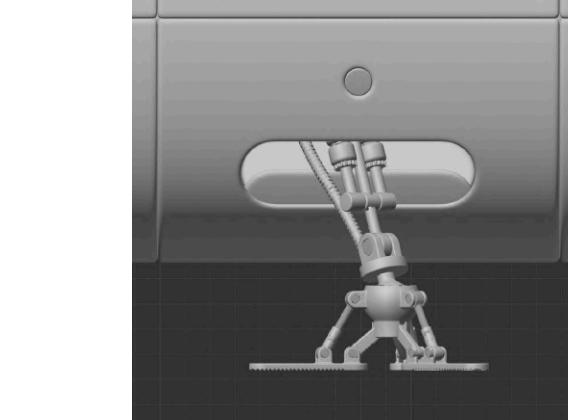
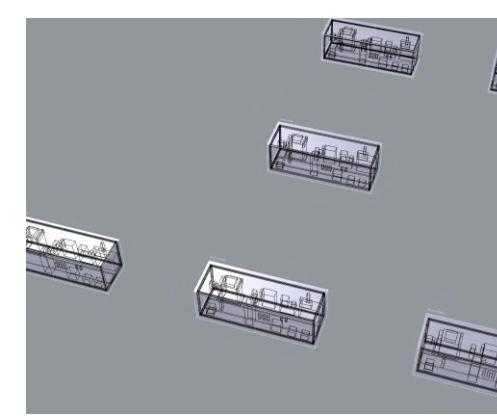
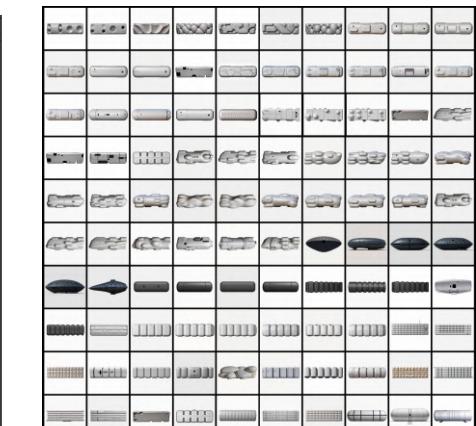
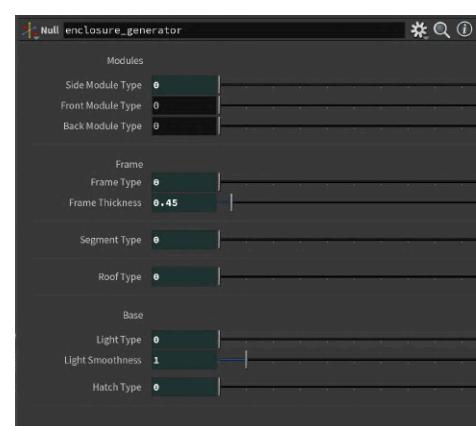
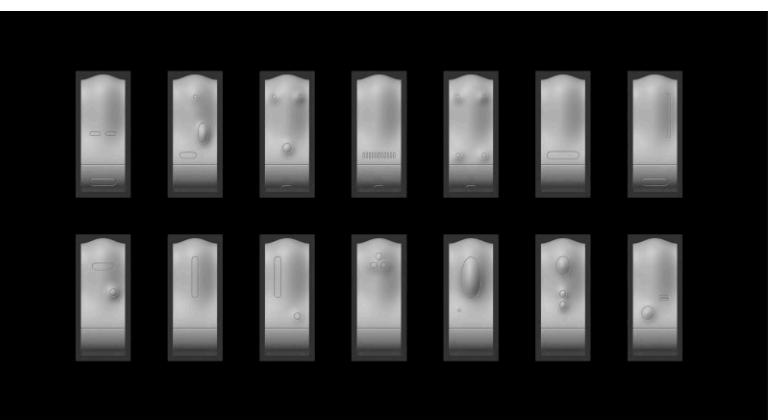
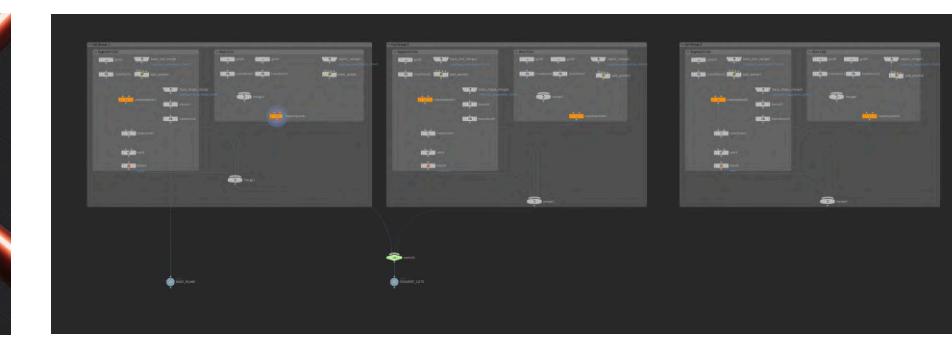
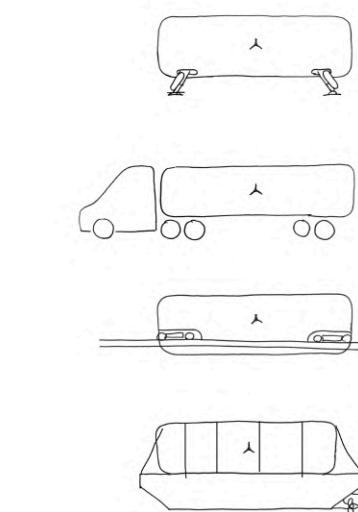
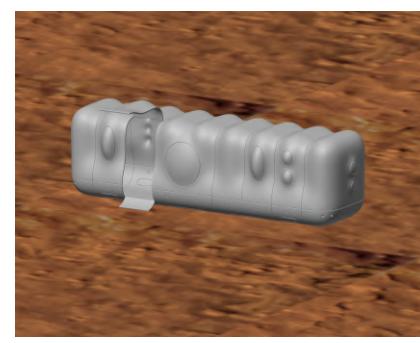
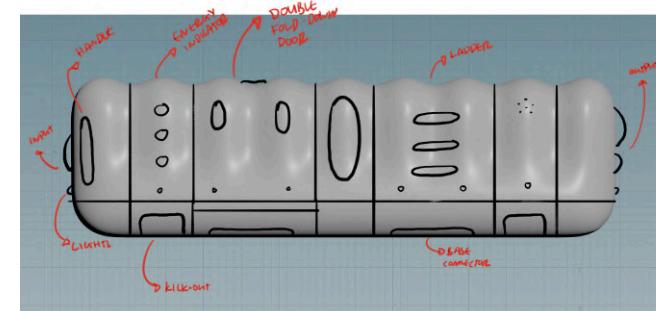
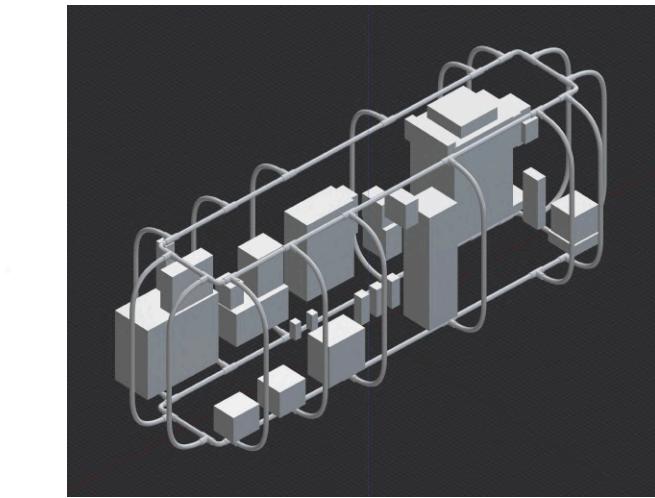
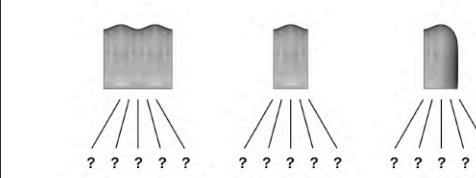
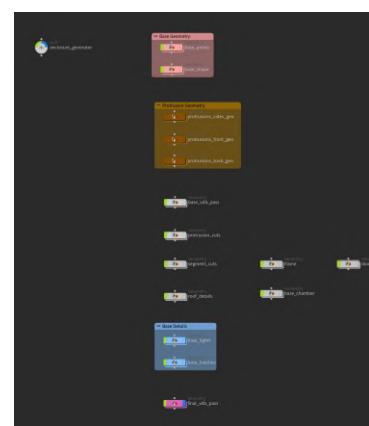
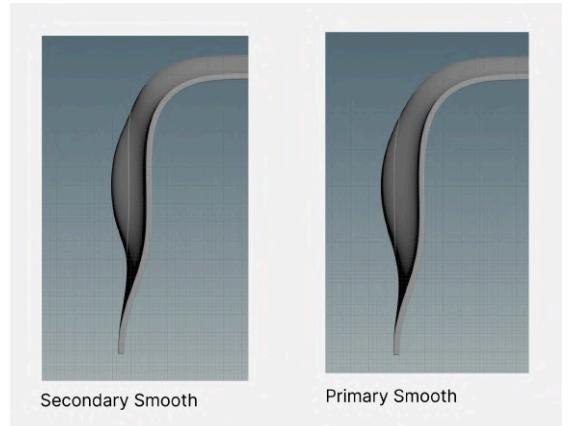
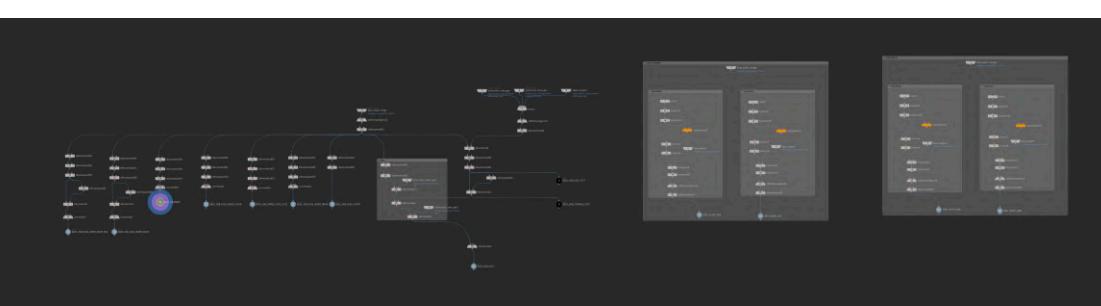
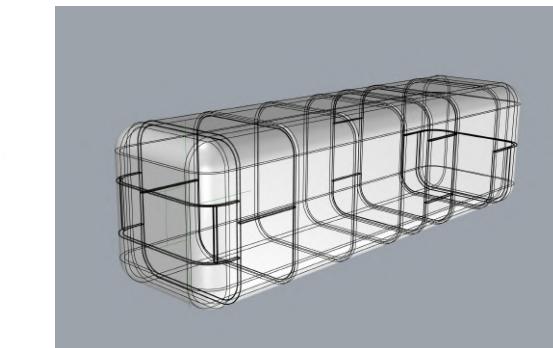
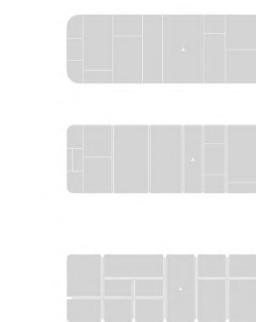
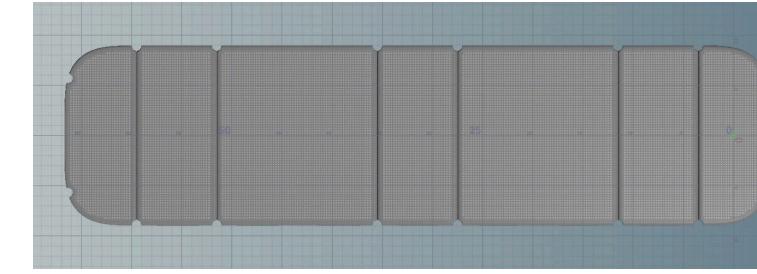
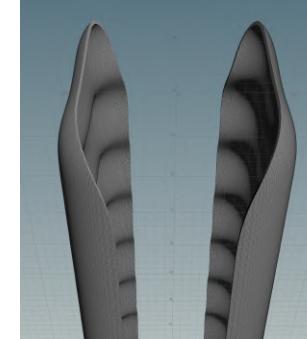
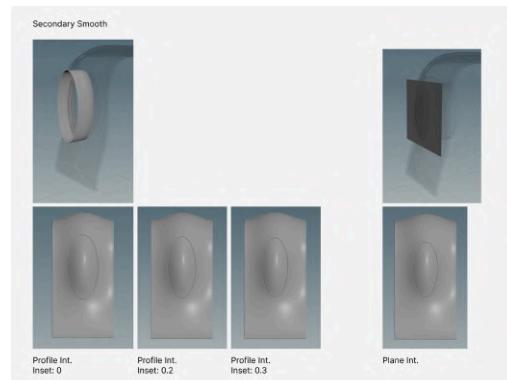
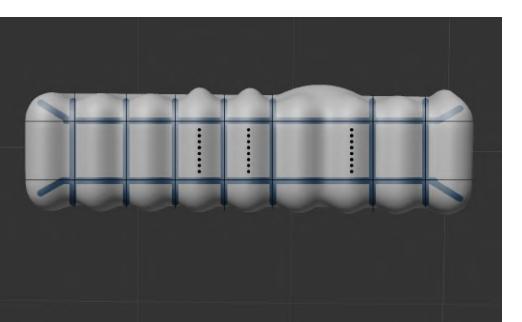














In collaboration with Creative Director James Earls, I designed Altar, a meditation object that bridges contemplative traditions with contemporary wellbeing. Standing 70cm tall, the vessel uses light and sound to guide breath through a 10.5-minute sequence activated by a single touch.

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)

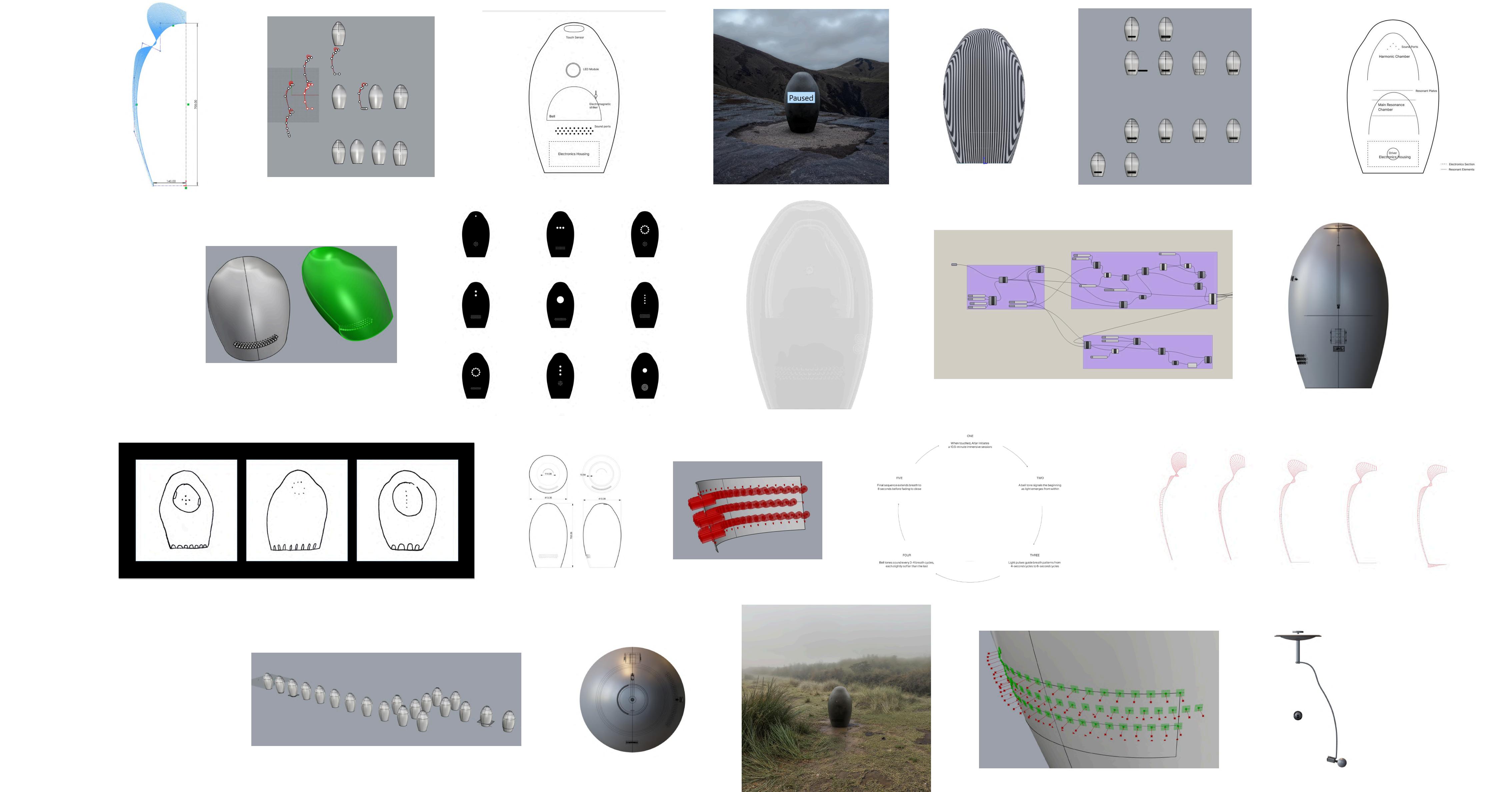
Key Materials  
Bronze

Processes  
Lost-wax casting  
5-Axis CNC milling









Parametric definition of the vessel's profile and volume using Grasshopper, with sectional modeling and CAD iterations to integrate internal mechanisms and preserve formal clarity.

Thank you for your time.