Ceres Kinnear Miller

<div align="right">ceres.pet</div>

Product Design Graduate

Product designer, electronics and soft goods. Technical skills incl. sketching and rapid prototyping, Rhino+Grasshopper, Solidworks, polymers/metals/textiles knowlege, data processing, and web+print design.

EDUCATION & AWARDS

The University of Edinburgh - Edinburgh College of Art   2019 - 2023
Bachelor of Art (Honours), Product Design; First with Honours

CraftX Exhibition, Trades House of Glasgow   2019
Advanced Industrial Product Design Award, Winner

City of Glasgow College   2017 - 2019
HND, Product Design; A

EXPERIENCE

Customer Assistant, Greens Retail, Strathblane   *Nov 2023 - Mar 2024*
Customer assistant, full time.

Tech Support/Graphic and Web Designer, Volunteer organisation, Glasgow   *May 2020 - Jan 2023*
- 100hrs design and delivery of promotional and social media material, including leaflets, stickers, infographics, website elements, and posters. Gave presentations and ran workshops on graphic and web design for other volunteers, training them and sucessfully producing collaborative work.
- 100hrs configuration, deployment, and maintenance of Linux servers for organisational services using open source software, and on-call tech support. Maintained documentation and produced audio-visual tech support guides and a website, contributing to efficient operation and organisational administration.
- 100hrs organisation and leading of in-person events in Glasgow and Edinburgh, and leafleting. Successfully planning, fundraising and executing a campaign leading a team of volunteers to run multiple public events, and public speaking.

Customer Assistant, Marks and Spencer, Dunbarton   *Dec 2021 - Jan 2022*
Temporary worker, full time.

Waitress, Roti Southbridge, Edinburgh   *Oct 2019 - Mar 2020*
Waitress, part time.

Short-term Intern, 40hrs, WSP (Civil Engineering), Southampton   *July 2017*
Collaborated with professional civil engineers to gain in-depth knowlege of the civil engineering industry. Completed advanced drafting modules, and used AutoCAD on a live project, contributing to work done.

SKILLS

- Innovative and low cost approaches to system and service design, manufacturing, open-source distribution, and first-party research with *Mind's Eye* project.
- Extensive and in-depth understanding of craft and industrial materials and manufacture.
- Extensive knowledge of material sustainability, ecology, and community implications of design.
- Clear and professional sketching, rendering, prototyping, modelmaking and artistic work with an efficient workflow.
- Digital drafting, modelling, and rendering expertise with use of Rhino+Grasshopper, Blender, Solidworks, Inventor, and AutoCAD.
- Digital graphic, illustration and concepting proficiency with use of Adobe suite; Photoshop, Illustrator, and InDesign.
- Figma skills and knowlege of modern web design practice including WCAG-ARIA standards.

Portfolio available at:
ceres.pet