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CONOR ORGAN

DESIGNER // MUSIC NERD // COMPUTER GEEK

I started using Photoshop when I was 13. I have been a devoted designer ever since that moment. This is why when the time came to pick a future career path product design jumped out at me.

Music has played a huge role in my life. I really enjoy producing my own work. In fact I have listened to over 20,000 songs in 2016 alone. You can see what I am listening to at <http://conororgan.me/Music>.

I started to code at the age of 15 and this wetted my appetite for computer programming and development.



SHOWKASE

CLIENT -
College Coursework, 2016

TIMESPAN -
4 weeks

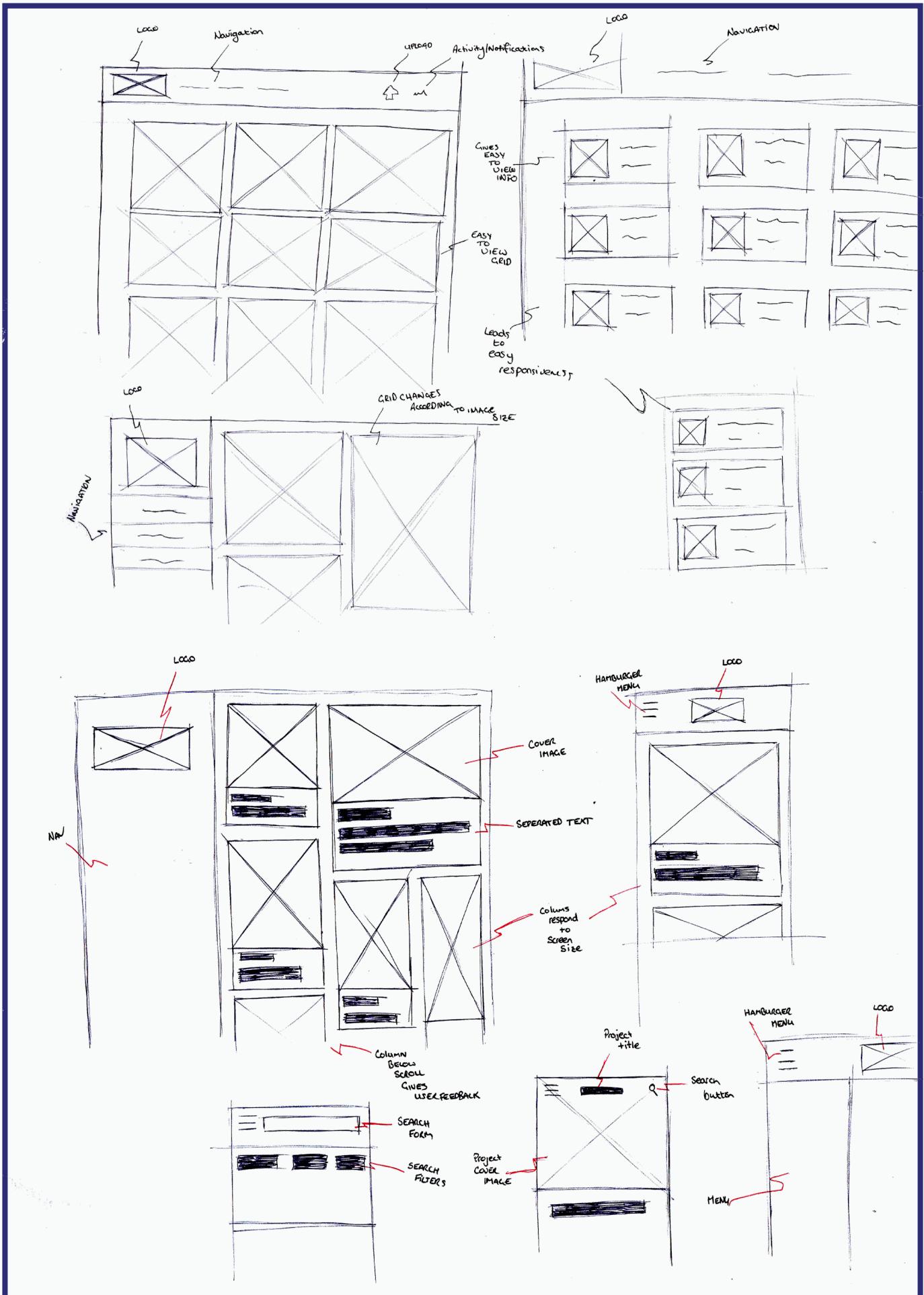
MY ROLE -
Branding, UI Design, Art Direction, Graphic Design

WEBLINK -
<http://conororgan.me/showkase>

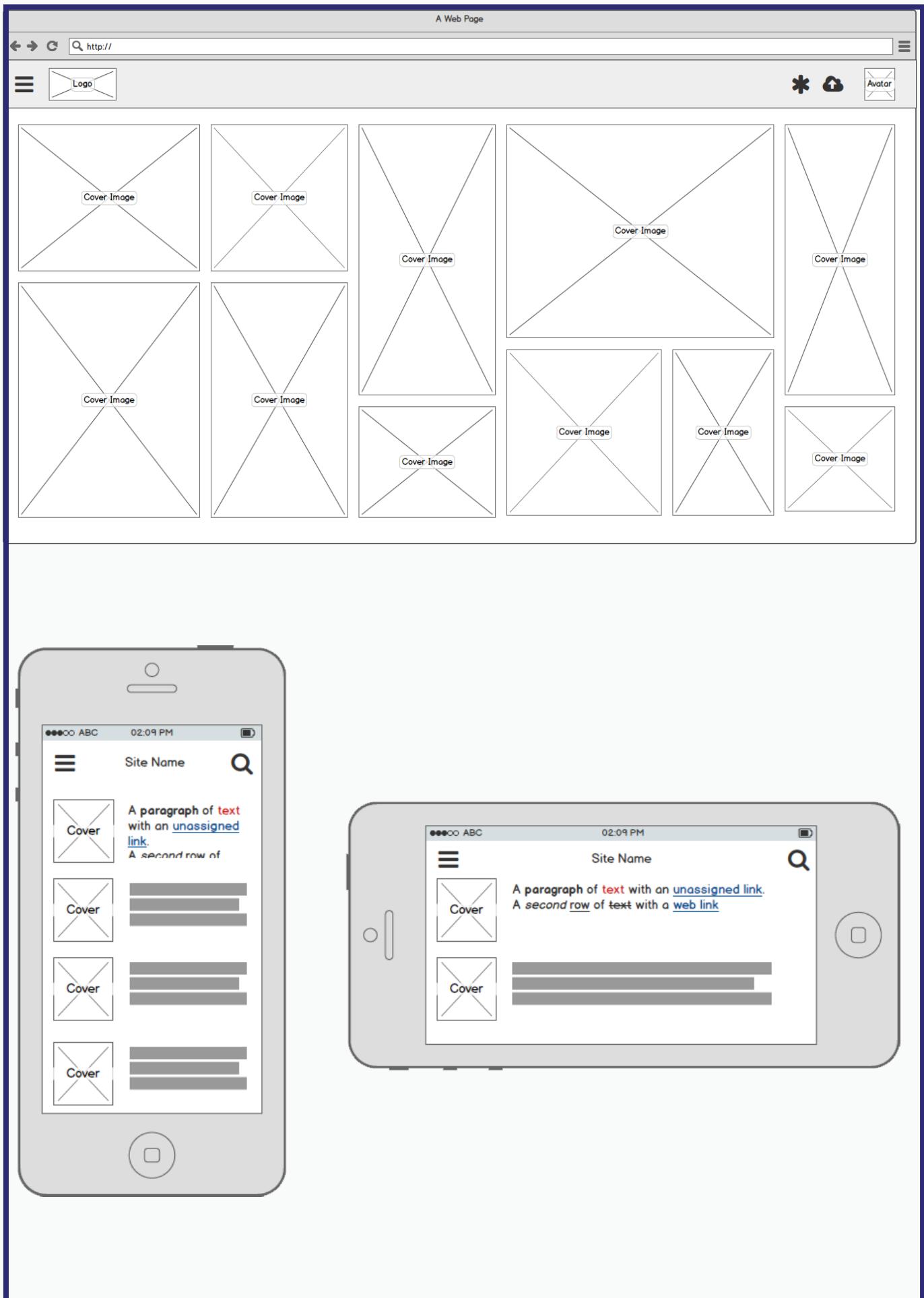
THE PROJECT

This project was set as part of my college coursework. I was tasked to test my skills at UI and UX design. The project involved designing or redesigning a product interface to apply the best practises in UI design.

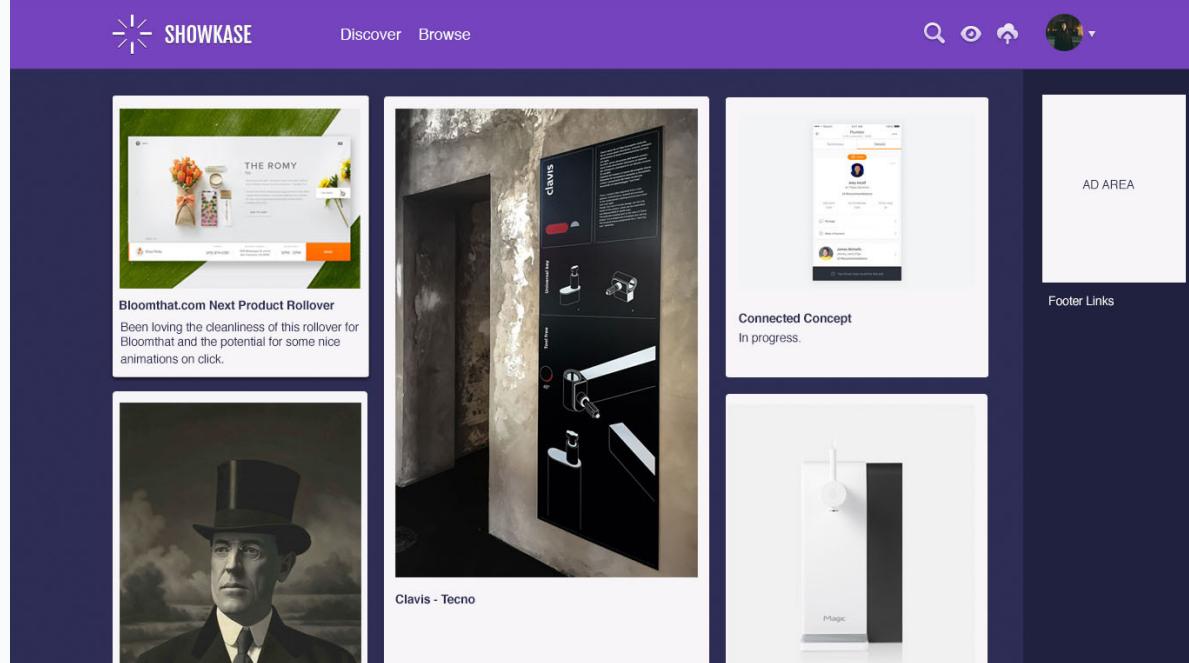
I decided to design a user-friendly mobile and web interface. This interface would allow designers and other creators to display their previous work or current projects. While this project is primarily designed to allow creators to showcase their work, it can be used for employers to explore the works of possible future employees.



A couple of sketches from the beginning of the process.



A sample of the mockups. Made in Balsamiq.



User Focused Landing Page

Free Will Water Purifier
Industrial Design, Interaction Design, UI/UX

Jongsoo Kim

Free will purifier is designed taking a hint from a rotary lever-typed faucet. How much angle a lever handle is turned determines water temperature and flowrate, enabling a user to know how to use it intuitively. This means a high level of convenience to modern consumers who put priority on well-being whether they use purified water for cooking or making tea.

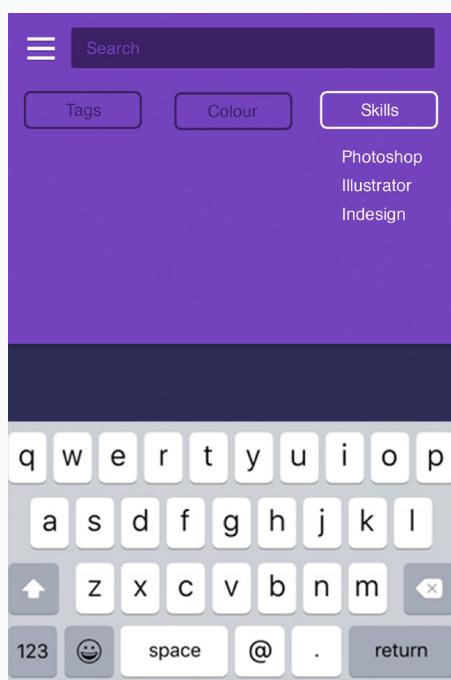
Viewing a post.
 Like button is main action and it is large.
 Arrows on either side allow user to see following and succeeding post.



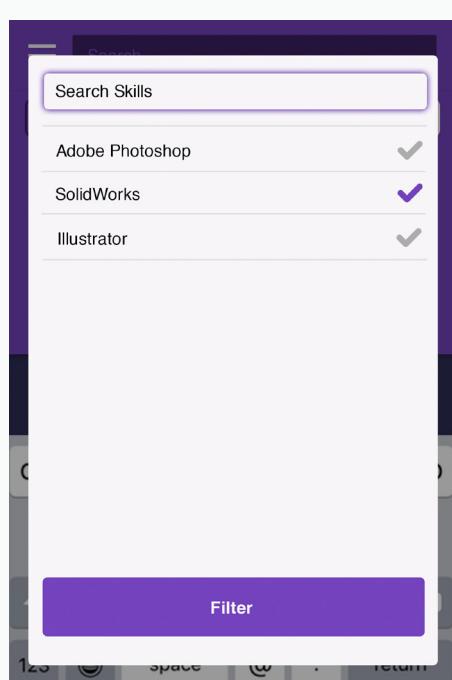
Opening page for the mobile site.



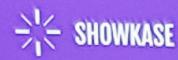
Viewing a post



Search form



Searching for different filters



Discover Browse

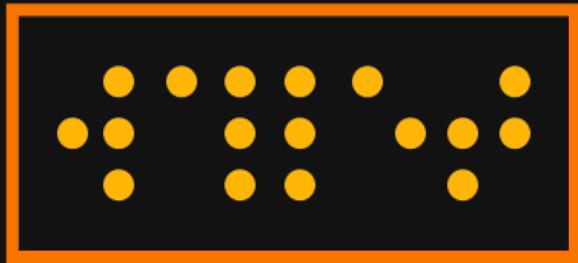


Bloomthat.com Next Product Rollover
Been loving the cleanliness of this rollover for Bloomthat and the potential for some nice animations on click.



Clavis - Tecno





THE FLATPACK WALLET

CLIENT -

College Coursework, 2015

TIMESPAN -

6 weeks

MY ROLE -

Branding, Industrial Design, Art Direction, Graphic Design, Packaging

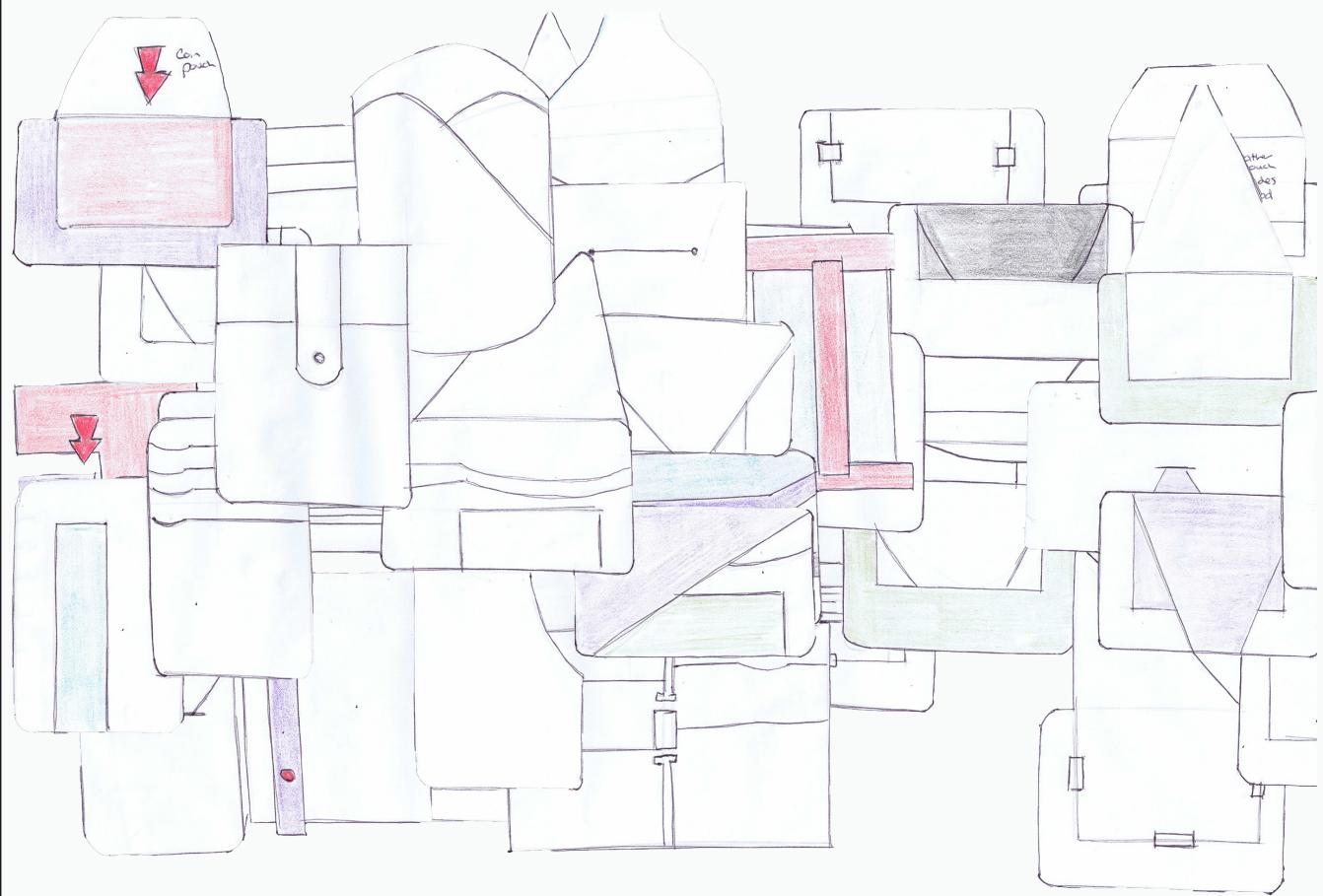
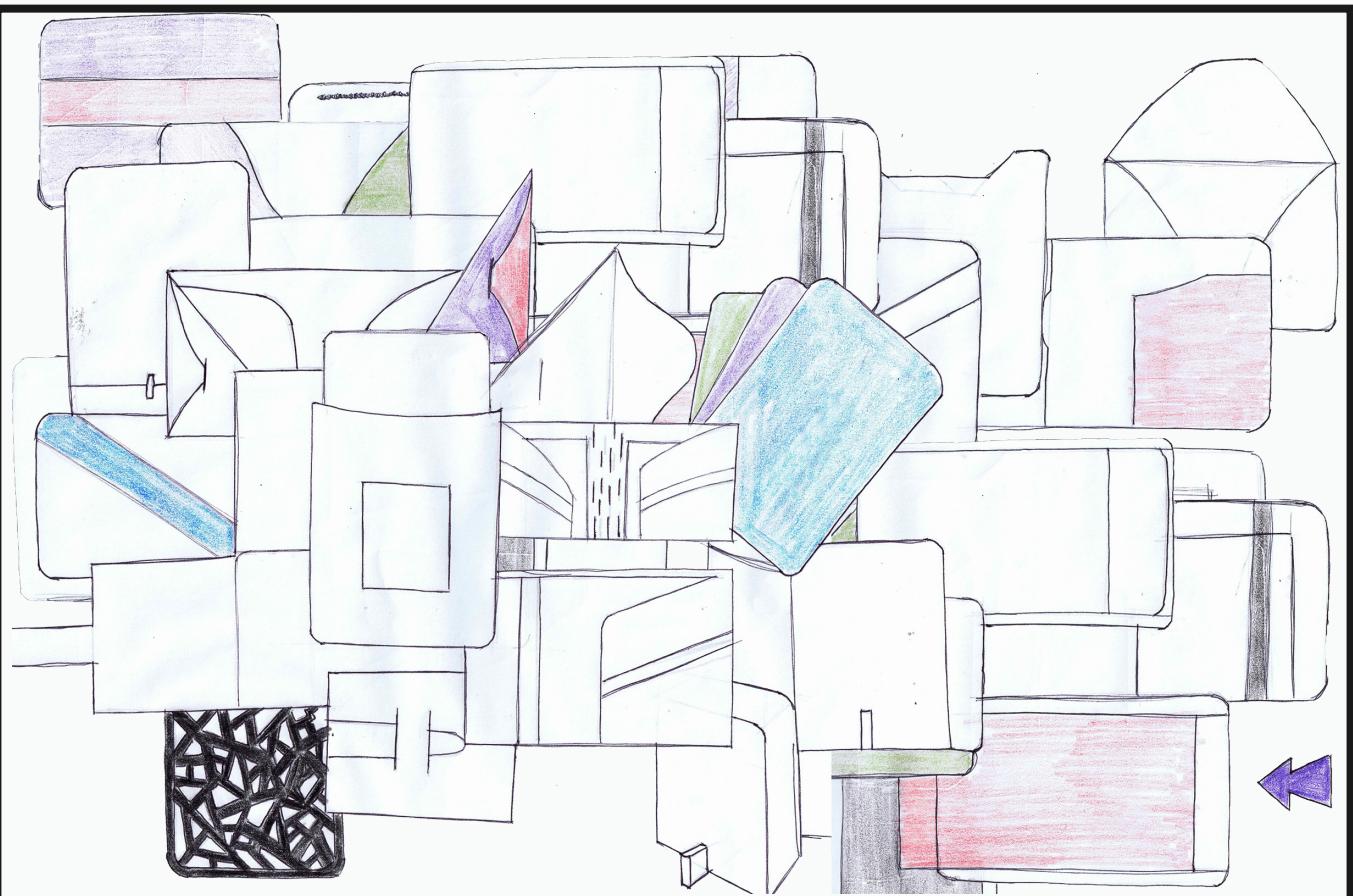
WEBLINK -

<http://conororgan.me/wallet>

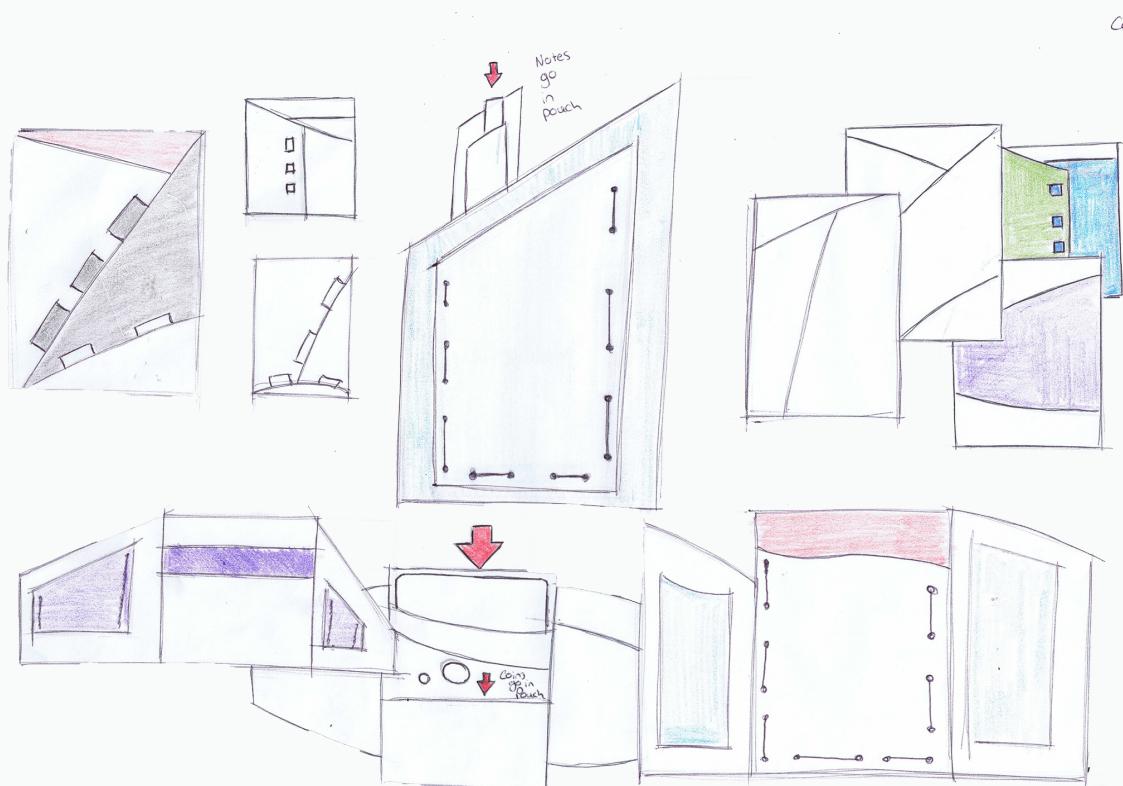
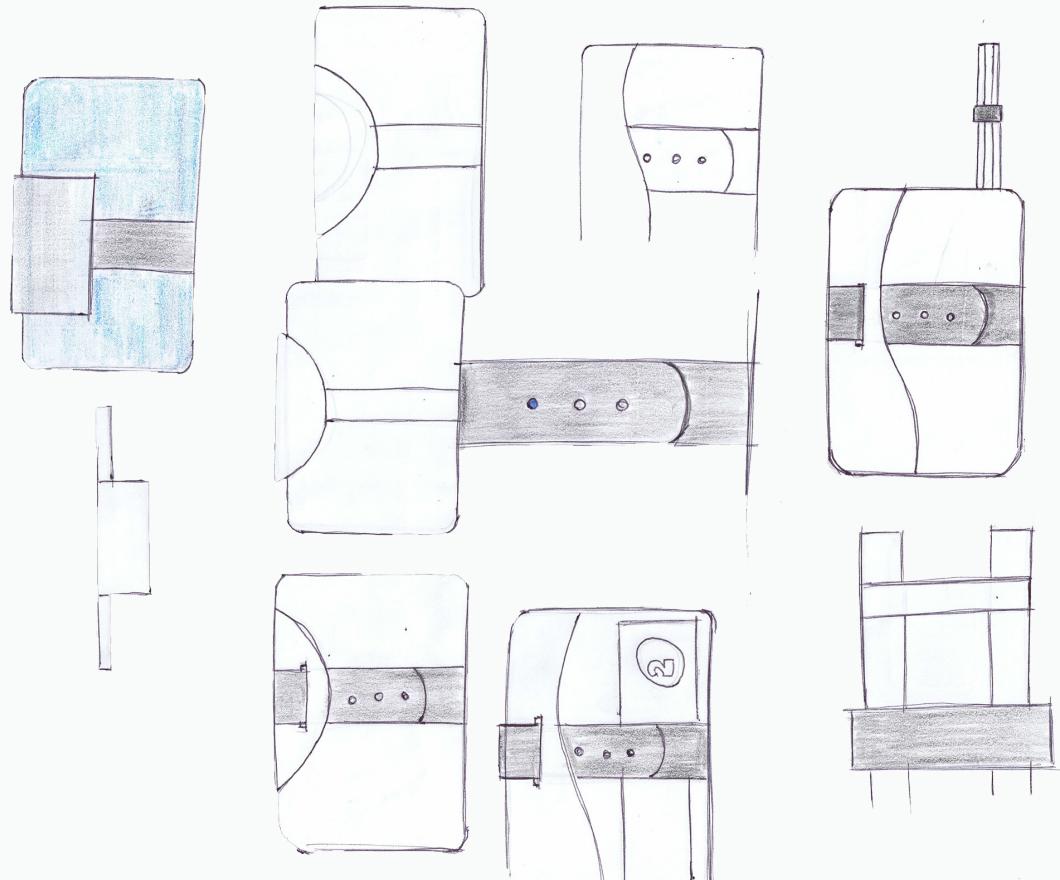
THE PROJECT

This project was also set as part of my college coursework. This time I was tasked with designing a flat pack functional object and its packaging. The object could not exceed 50cm X 50cm X 50cm. The object had to aesthetically pleasing and simple to build. It also had to fit in with at least one of the following themes: Travel, Play, Leisure, Learn or Work. This project was completed in collaboration with FabLab Limerick.

I realised that flat materials offer huge potential for designers, like myself, to explore, experiment and deliver objects that are simple easy to use and functional. I realised bulky wallets are a mainstay in the average male's pocket. These wallets have a habit of damaging cards. I aimed to design a flat pack wallet that was easy to assemble. I wanted this wallet to use as little material as possible while keeping the wallet strong enough to be able to support multiple cards. This wallet is an alternative to its bulky predecessors, it is much thinner and lighter while still being just as versatile. The wallet is functional while being paired with a modern and minimalist look.



Ideation sketches for the wallet



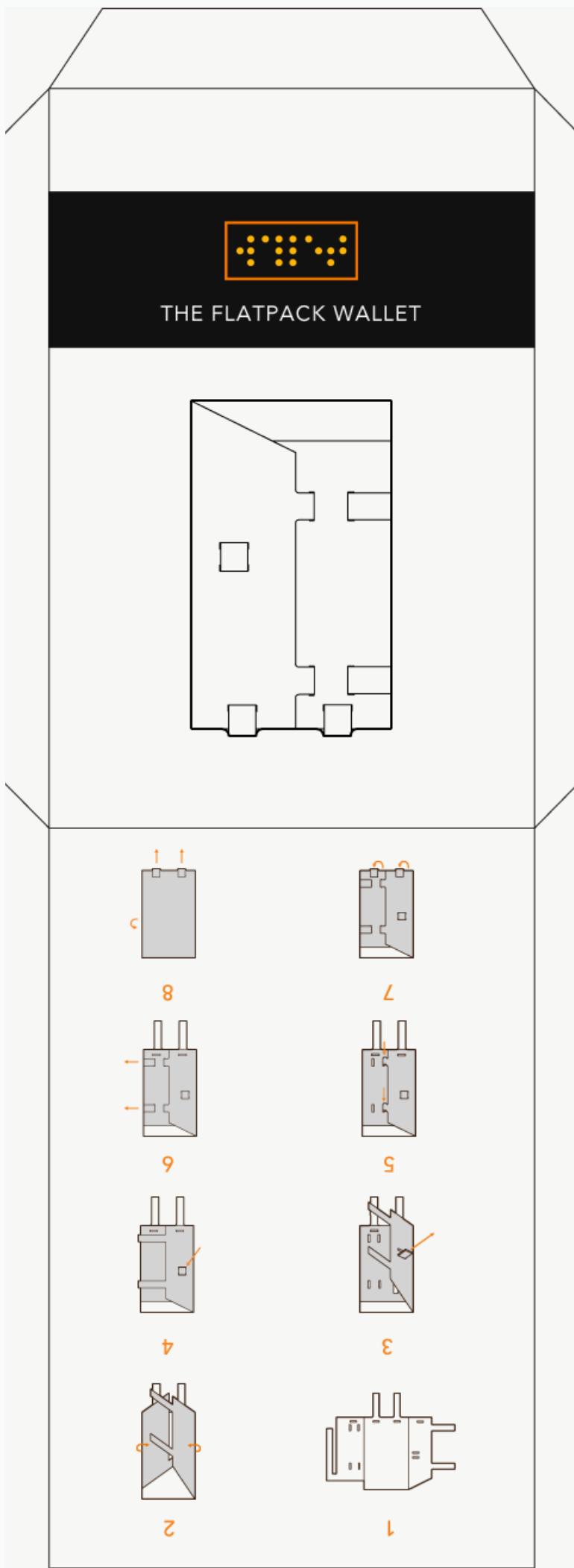
Concept sketches for the wallet



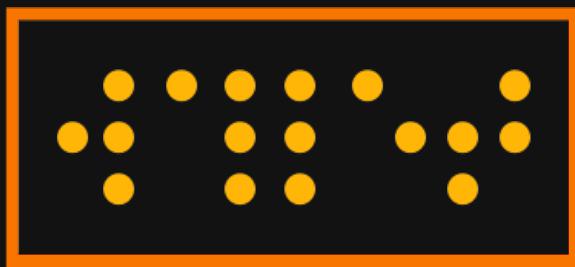
Wallet with packaging



Wallet



The fold out used to print the packaging showing both the instructions and the branding for the finished product.



THE FLATPACK WALLET



THE FLATPACK WALLET

This side up. Insert and remove.





SHOCK

CLIENT -
Side Project, 2014

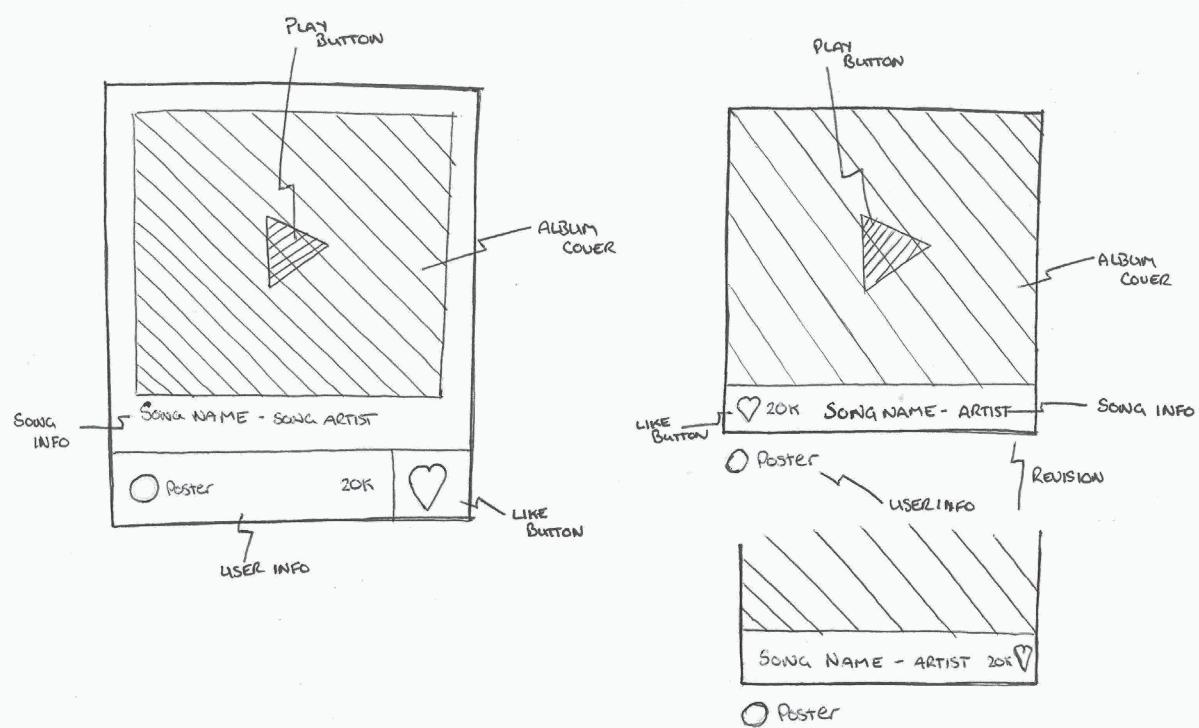
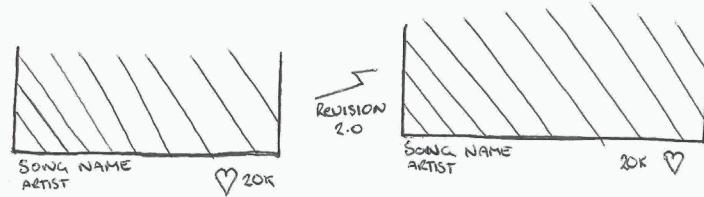
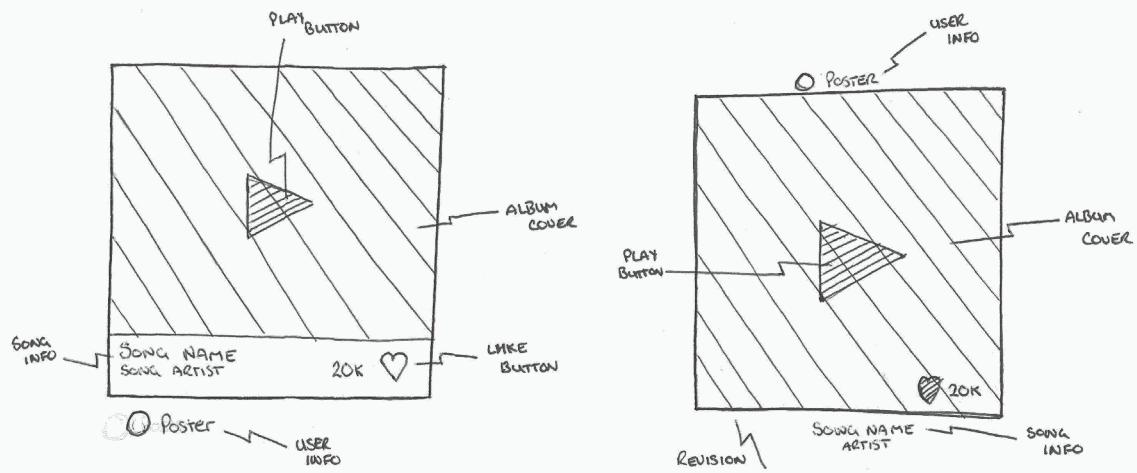
TIMESPAN -
2 years, on and off

MY ROLE -
Branding, Industrial Design, Art Direction, Graphic Design, UI Design, Programming

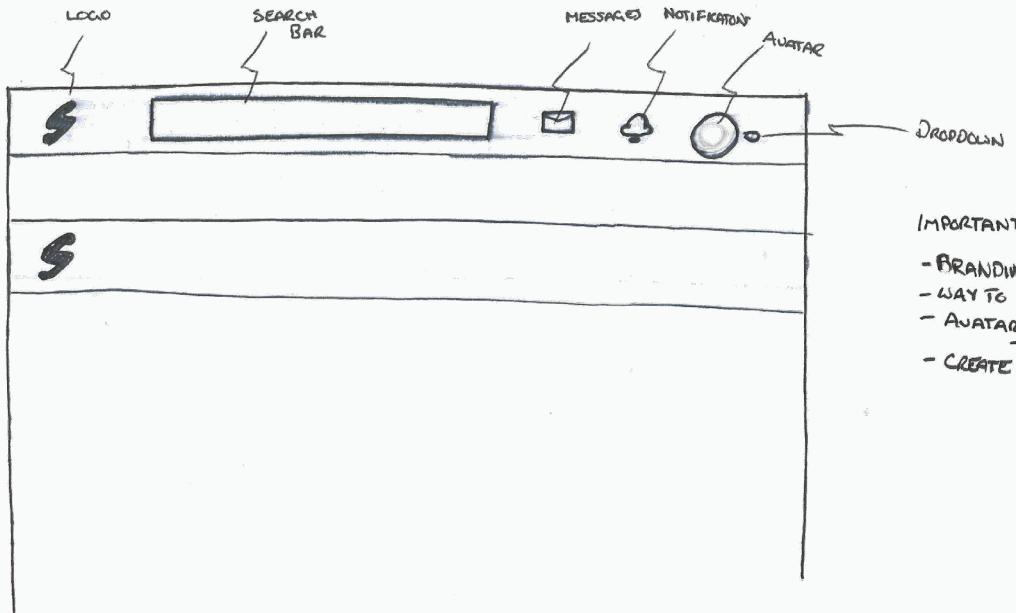
THE PROJECT

Music is something that plays a major part of many people's lives, but despite that numerous music platforms available, there is no easy way to share music with your friends and family when they aren't beside you.

Shock is a simple website I designed that allows you to do just that, Shock makes sharing your music as easy as sending a tweet, all that is needed is the name of the song and its artist. This will allow music to connect you with your friends and family.

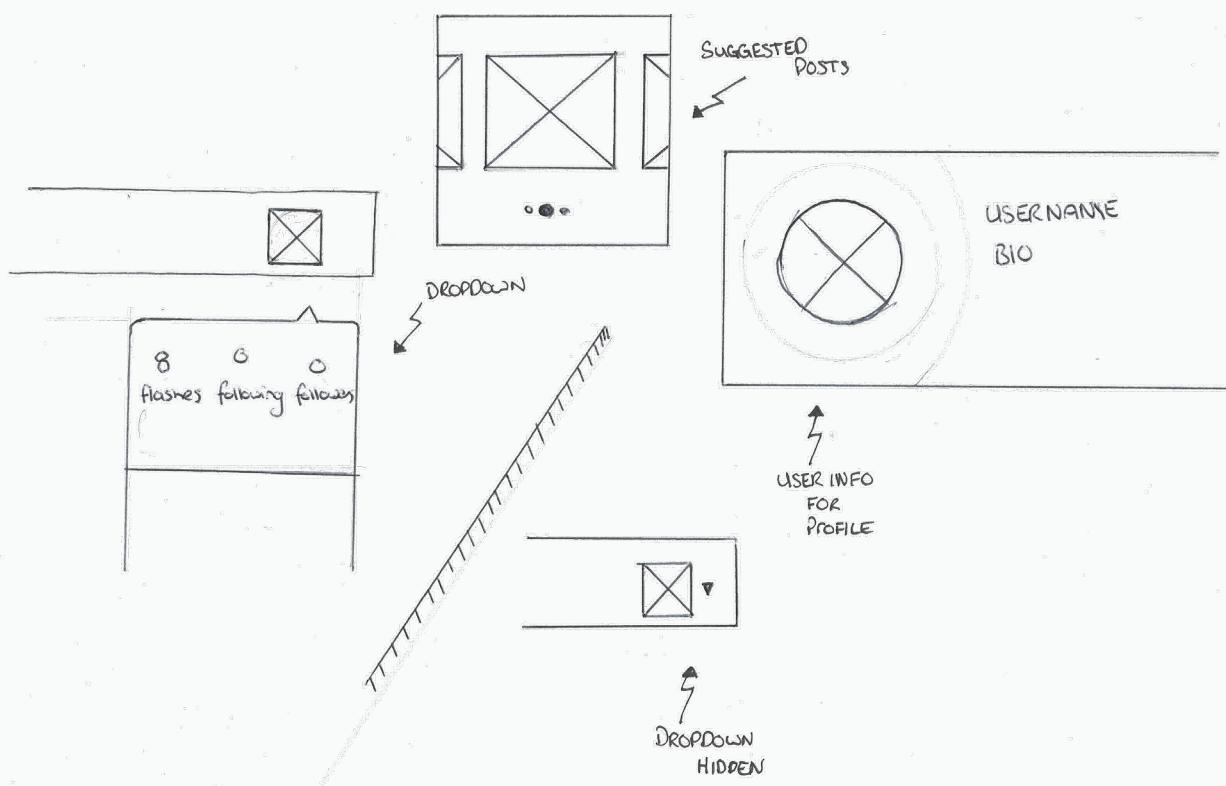


Different post views for the website.

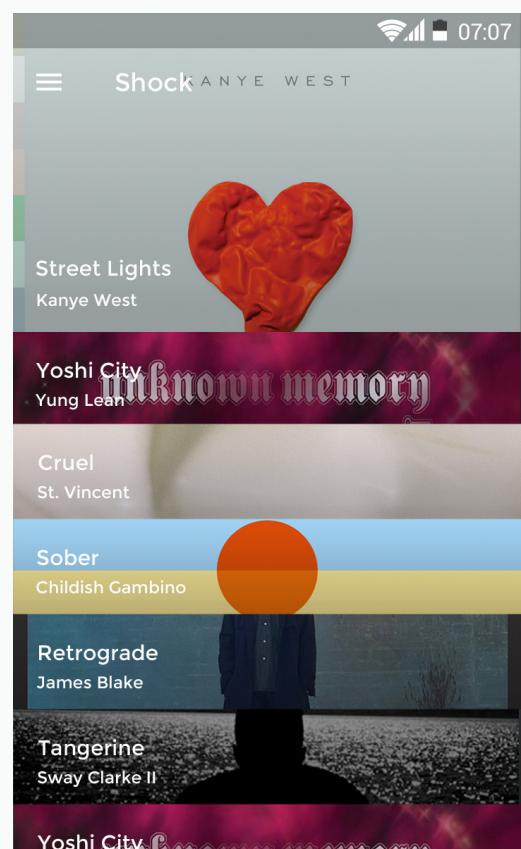
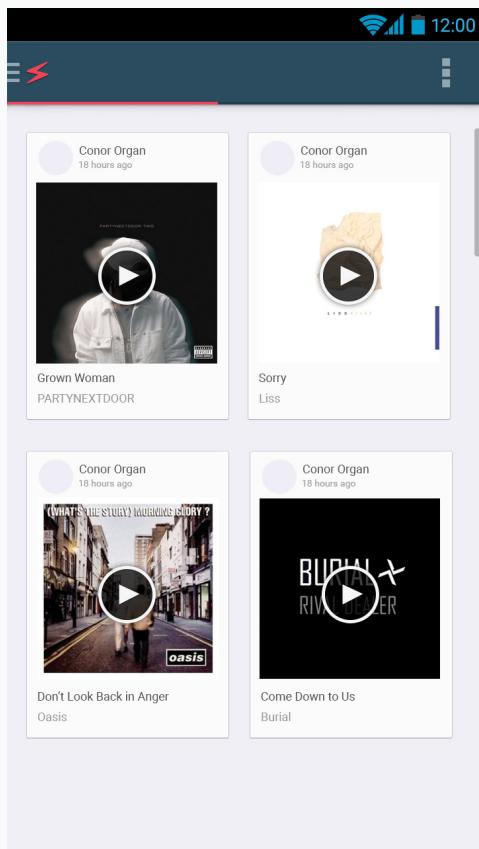


IMPORTANT FOR TOP BAR

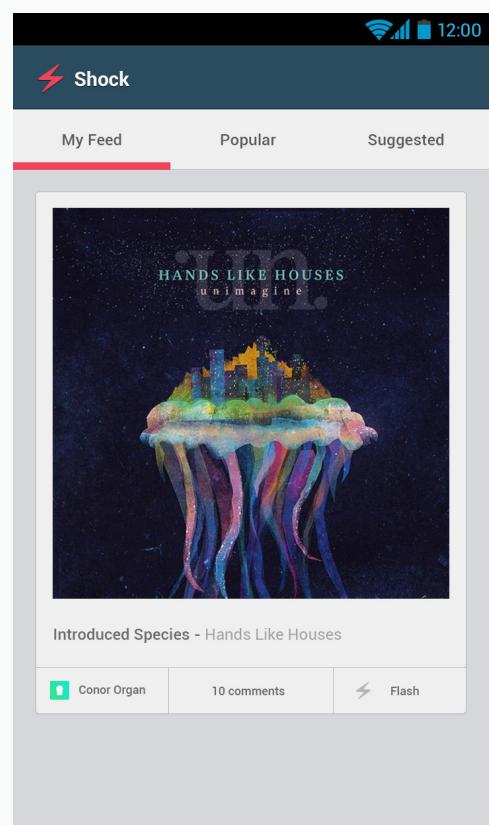
- BRANDING
- WAY TO SEARCH
- AVATAR
- QUICK OPTIONS
- CREATE NEW

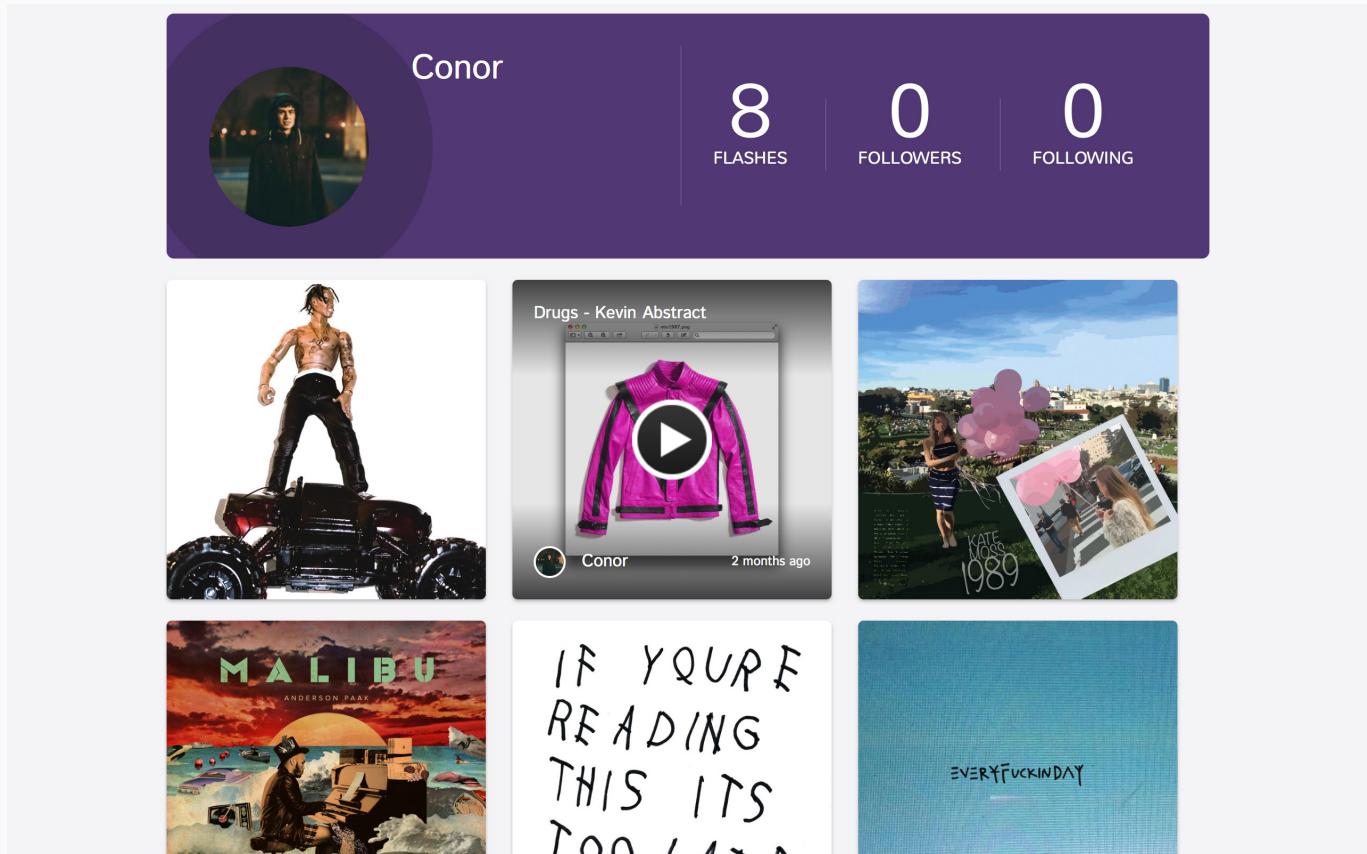


Variations of top bar and profile

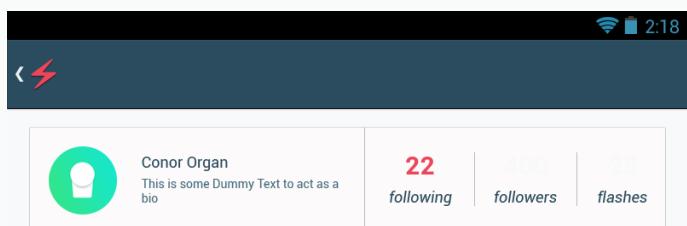


Timeline variations for mobile.





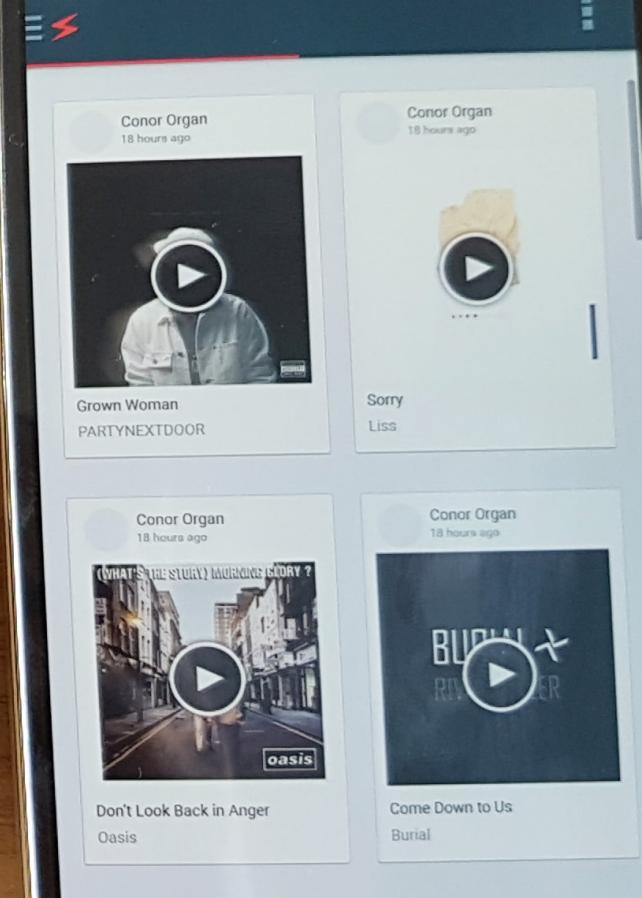
Profile view variations on both mobile and web.





SAMSUNG

12:00





BARRIER

CLIENT -
Coursework 2016

TIMESPAN -
4 weeks

MY ROLE -
Branding, Industrial Design, Programming

WEBLINK -
<http://conororgan.me/barrier>

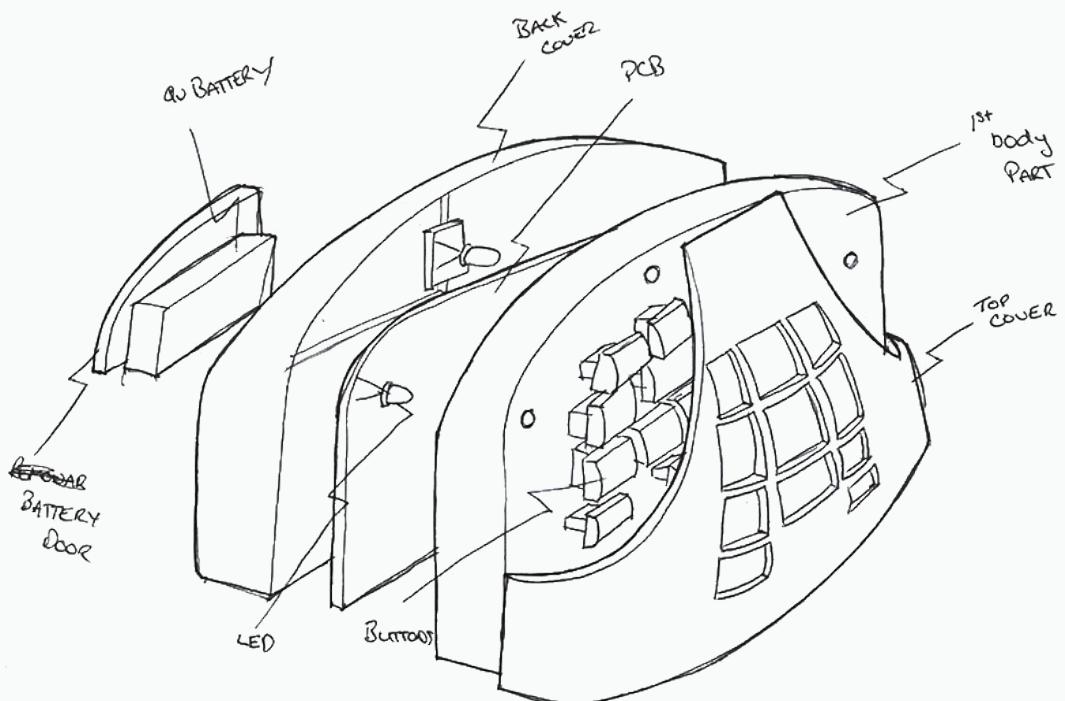
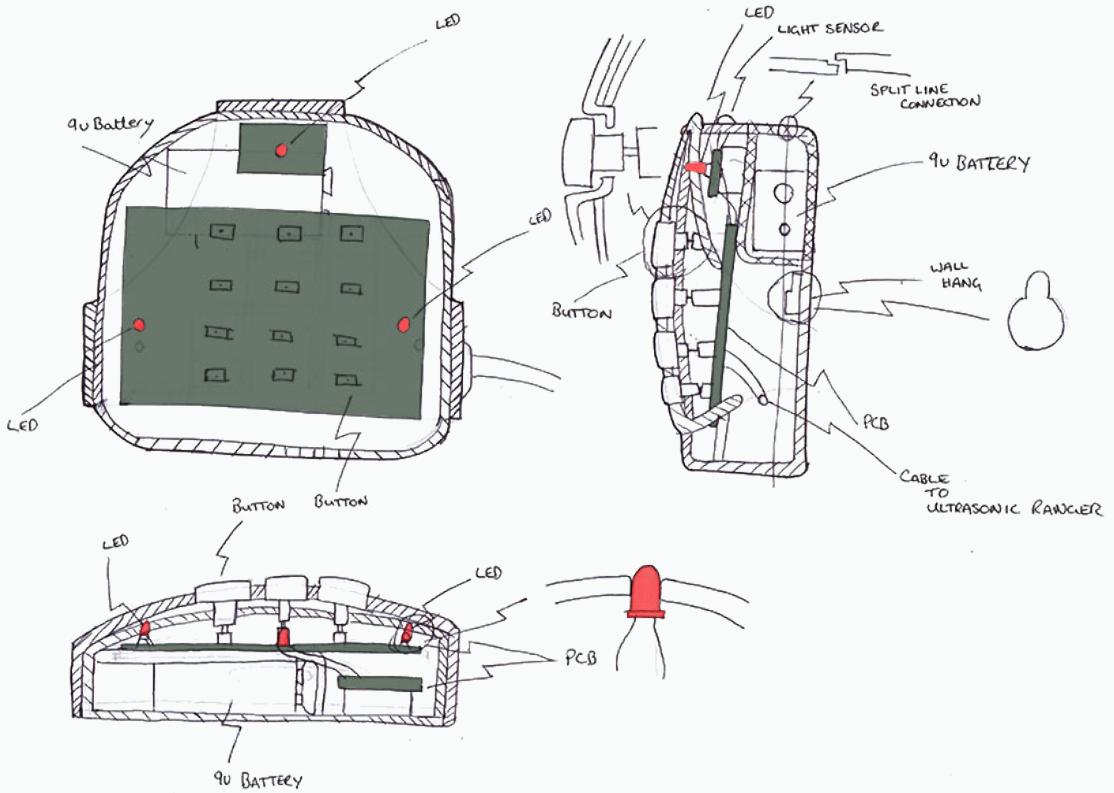
THE PROJECT

This project was set to give my classmates and I some hands on experience building electromechanical products and understanding the coding and componentry needed to make these products function. We had to design and build an intruder alarm that is functional while not being an eyesore.

Barrier is the intruder alarm I designed. It is a wall mounted, ultrasonic range detector with user friendly functionality. It is easy to install and maintain. If someone breaks the ultrasonic rangers 10cm range an alarm goes off if the room is dark. A pin code is neeeded to turn the alarm off.



Sorting out the form of the alarm.



Working on the internals.

```

void loop() {
    long RangeInCentimeters; // Range Long
    int sensorValue = analogRead(0); // Light Sensor
init

    buttonState = digitalRead(button); // Read Button
State
    touchState = digitalRead(touch); // Read Touch
State

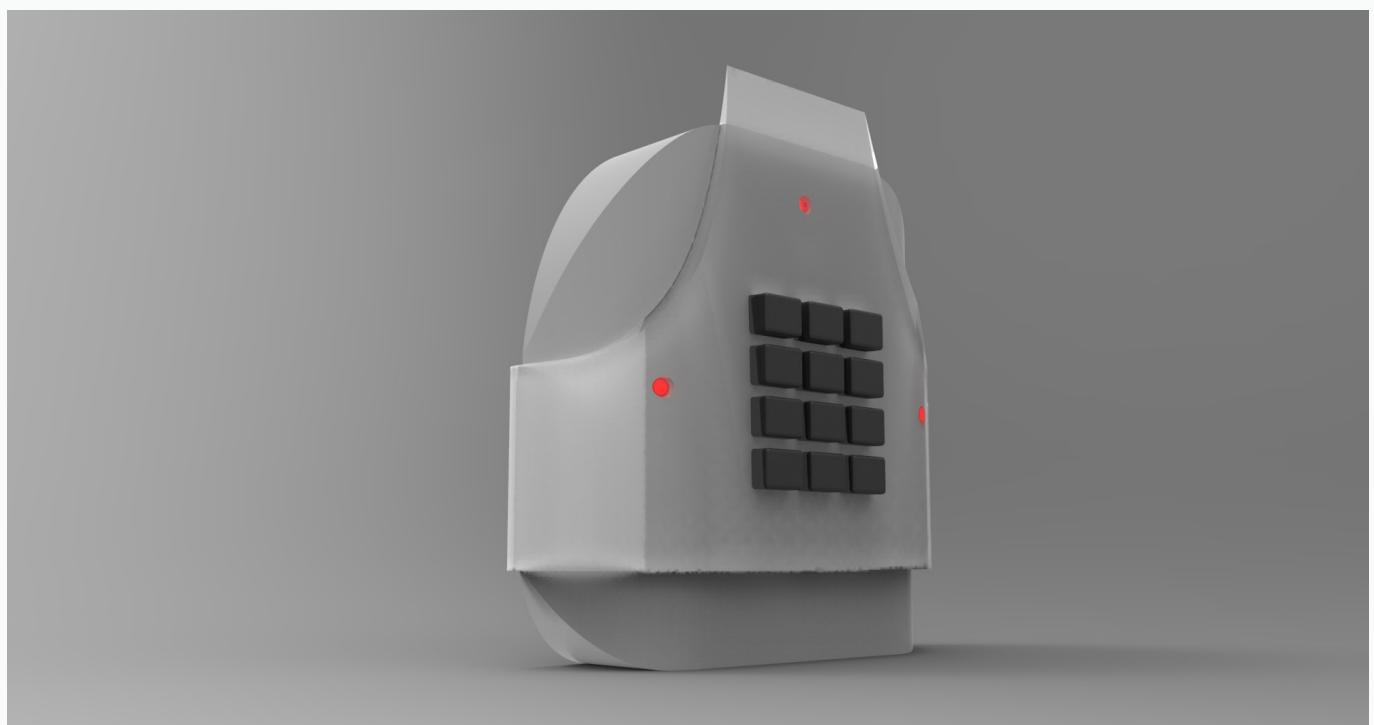
    RangeInCentimeters = sonic.MeasureInCentimeters();
// Find how far object is

    if(sensorValue<thresholdvalue &&
        RangeInCentimeters < 10) { // Light Sensor
is above threshold value and Hand is over 10cm away.
Ultrasonic Ranger will not turn on light
        LightOn = true; // Light should be on
    }

    if(LightOn) { // If LightOn = True
        digitalWrite(led, HIGH); // Turn on LED
        delay(1000); // wait a second
        digitalWrite(led, LOW); // Turn off LED
        delay(1000); // wait a second
    } else { // if LightOn = false
        digitalWrite(led, LOW); // Turn Off LED
    }

    if(buttonState == 1 && touchState == HIGH) {
// If Button and touch has been pressed
        LightOn = false; // LightOn is off
    }
}

```



Rendering of Solidworks model done in Keyshot.

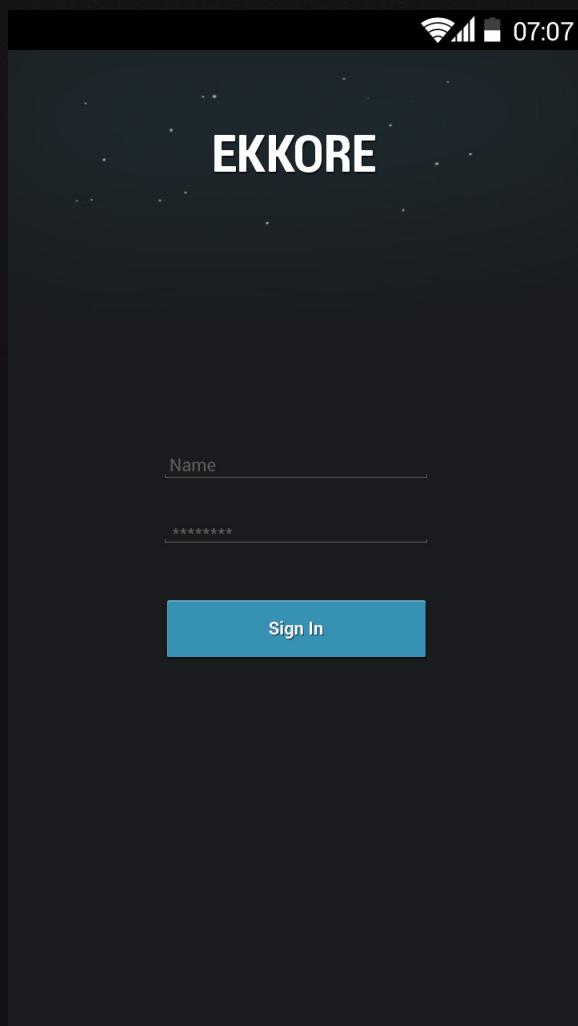
SMALL PROJECTS

A mix of logos, UI design,
sketching, Graphic Design
and Solidworks projects from
the past few years.



EKKORE

Ekkore was a social network where I was tasked with branding and design of the whole project. Unfortunately the company shut down before finishing. A logo and start of android app were finished by this time.



A page of miscellaneous logos that I have designed.

INSTINCT

Instinct



The Coffeehouse

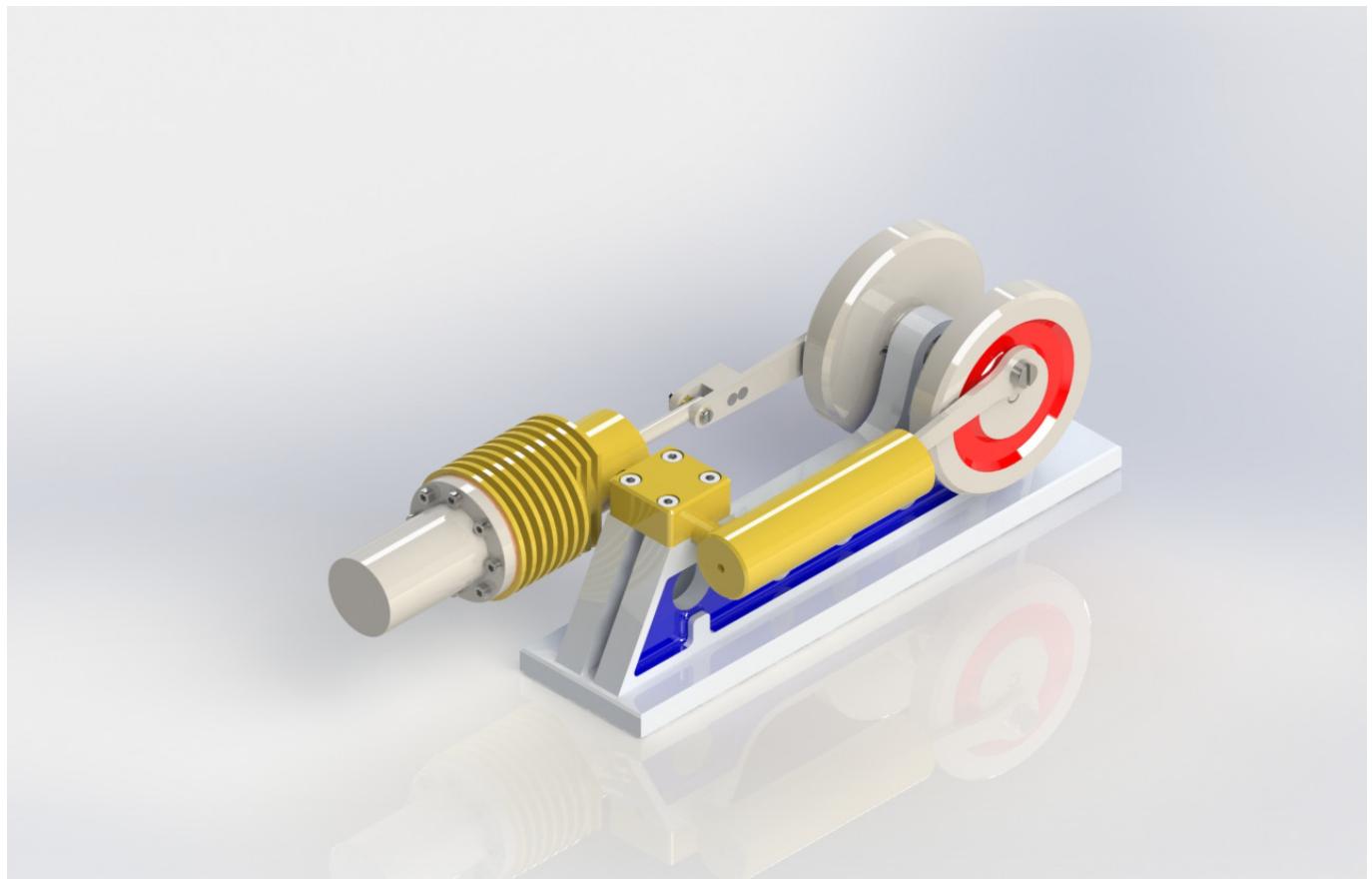
TEN8

Ten Past 8



fmhvibe.co.uk

I have used different modelling techniques in Solid-works.

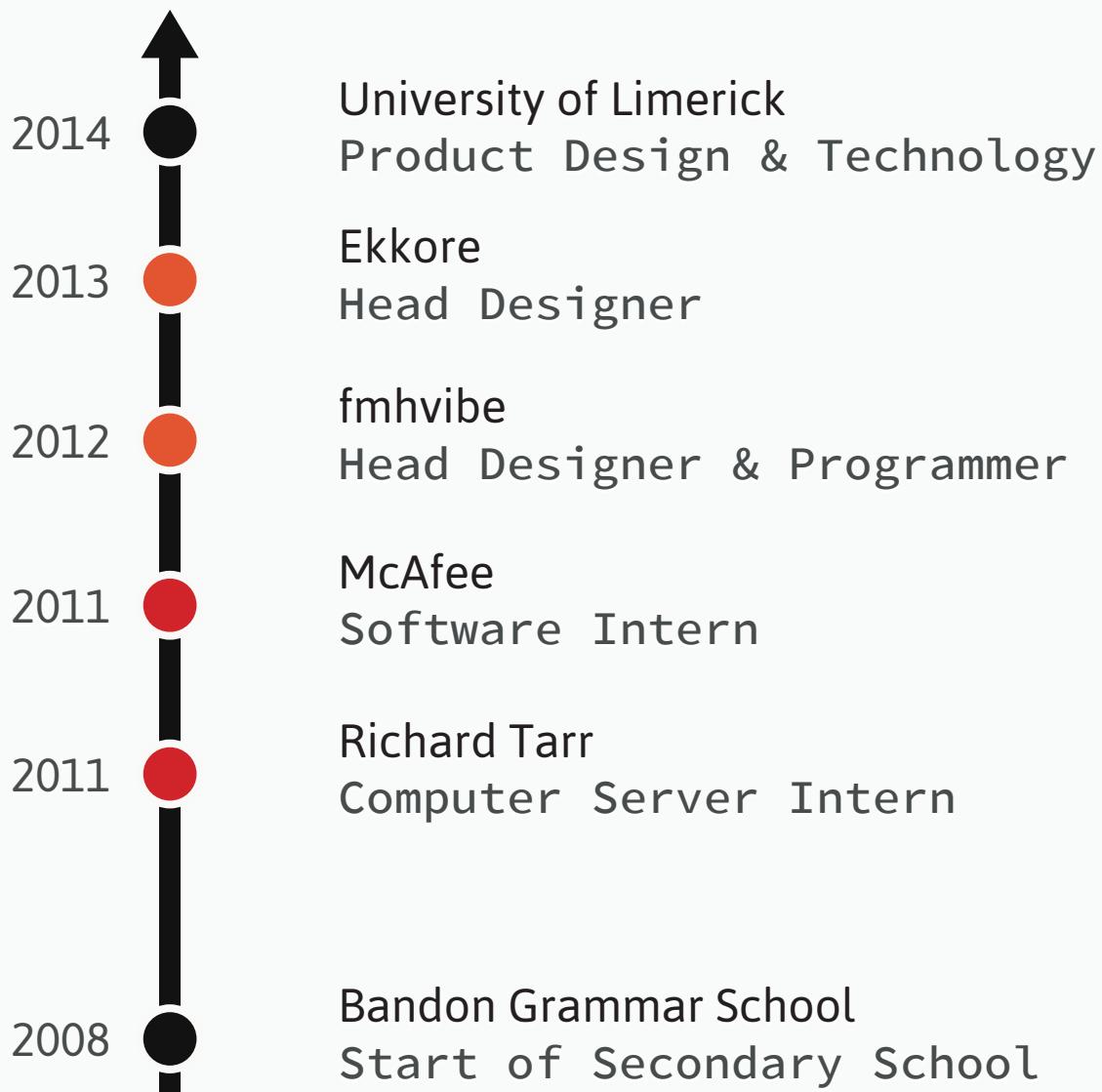


Surfacing and Solid Body modelling are examples of this.





CONOR ORGAN



//SKILLS



Ruby
Programming



HTML
Programming



CSS
Programming



Solidworks
3D Modelling



Photoshop
Raster Editing



Illustrator
Vector Editing

//HOBBIES



Basketball



Music Production



Gym

PORTRAITS BY: ELTON PETERS

[https://www.instagram.com/
eltonpeters/](https://www.instagram.com/eltonpeters/)