

GERARD RUTTEN

INDUSTRIAL DESIGNER

I am a designer and maker of physical objects. I combine human focussed design practice with technical competencies from my engineering background along with the wealth of ideas generated by years of feeding my inquisitive mind.

I enjoy all aspects of the design cycle, from understanding the client's objectives through to modelling, prototyping, and ultimately fabricating a tangible item. I am driven to create simple, but effective designs even when they target a complex scenario.

I am a designer, a maker, a coder, an engineer, a communicator, a problem solver and a relator. See my work at www.gerardruttendesign.com.

STUDIES

2019	B. Design (3D and Product Design)Queensland College of Art, Griffith University6.71 GPA
1997	B. Engineering (Electrical and Computer Systems) Queensland University of Technology

SKILLS

Gerard Rutten
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www.gerardruttendesign.com

TRAVELS

Australia, SE Asia, Norway, Japan, New Zealand, America, Peru, Laos, Qatar, Dubai, China.

DOWNTIME

I like to escape in nature, hiking, camping, climbing, sailing, kayaking, photography, cycling and motorcycling. I also enjoy coffee and thought provoking conversation.

3D Modeling Fusion 360, Rhino 3D, Grasshopper, Solidworks, Maya, Software Unity, Unreal Engine, KeyShot, Cura, Slicer

Fabrication CNC Cutting, CNC Milling, Laser cutting, 3D Printing, Soldering, Electronics, Microcontrollers, Casting, Vacuum Forming, General Workshop (hand tools, power tools), Fine Metalsmithing, Jewelery Making

Design Adobe InDesign, Illustrator, Premiere, Audacity, Software Inkscape, Gimp

Design Ergonomics, Sustainability, Materiality, Cost
Concepts Effectiveness, Circular Design, Rotomolding, Injection
Molding, Design for 3D Printing, Design for CNC

Software Arduino IDE (C/C++), XCode (Objective-C), Some HTML, CSS, Python, Javascript, PHP, Ruby Soft Skills Ethnographic Research, Requirements Gathering,

Design Thinking, Leadership, Mentorship, Agile Methodologies, Project Management, Scrum Master

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EMPLOYMENT

FAB Dock

Industrial Designer, July 2022 - July 2023

- Developed the parametric design for local manufacture of the FAB Dock inflatable dry docking system for boats.
- Worked closely with vinyl welders to develop a reliable design that was easy and efficient to manufacture.
- Progress designs from 3D forms to flattened vinyl cutting patterns.
- Establish CNC cutting process and train staff / supervise operation.

Griffith University, University of Sunshine Coast Sessional Instructor/Convenor, 2020-2022

- Instructor of:
 - 3D Modelling for Design Fusion 360, fundamentals of 3D modelling, parametric modelling, digital fabrication
 - Digital Making (Convenor) Designing timber objects and furniture for digital fabrication (CNC, Laser cutting)
 - Form, Space and Process (Convenor) Fundamentals of 3D design
 - Making Interaction Interaction theory, physical computing
 - Introduction to Interaction and UX Design
 - Experimental and Generative Design
- Involved in several discussions around curriculum, course design and student learning methods

Speedwell

iOS App Developer, 2 years

 Worked in a small team to create iPhone, iPad and Apple Watch apps for a variety of customers including Tourism & Events Queensland, Brisbane Airport Corporation, State and federal governments.

Digital Instinct

iOS App Developer, 2 years

- Sole developer of an iPad app to manage intra-shift movement of casino table staff to compliment the exiting shift management software.
- Worked with several stakeholders and in-house teams to develop the concept into a working product
- Conducted user testing with key clients in real world scenarios.

Leica Geosystems - Mining

Database Developer, Team Leader, Scrum Master (Agile), 6 Years

- Heavily involved both in a technical and coordination capacity for an international integration project between two systems from separate internal companies.
- Site visits worldwide for collaboration, consultation, development, and integration.
- Team leader and Scrum Master for software development team
- Performance management of team, hiring and dismissing.
- Database administrator/developer

Queensland Rail - Signals and Operational Systems

Database and Software Developer, Team Leader, 5 Years

- Hardware and software roll out of train supervisor systems in control centres across Queensland.
- Database administrator and developer