

Wagner Ona

MIDDLEWEIGHT PRODUCT DESIGNER

Product realisation | 3D design | Web Developer

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ABOUT ME

I am passionate about turning ideas and user requirements into real and innovative products. I have advanced 3D modelling and rendering techniques with a focus on creating and developing realistic designs. Ambitious to apply my skills in various design areas while expanding my knowledge to become a more dynamic, creative designer. Through various work fields, I've learned to strategize my workflow to solve complex problems in a simple and practical manner.

EDUCATION

Bootcamp in Web Development
edX - London, UK
2023 - Current

BA Product Design
Ravensbourne - London, UK
2016 - 2019

Parsons School of Design
Foundation Studio: Product Design - New York, US
August 2015

Savannah College of Arts & Design
Level Design Basics & Graphic Design - Savannah, US
June 2014

IB Diploma
The British School Quito - Quito, Ecuador
2007 - 2016

EXPERIENCE

Ravensbourne University - Workshop technician
2018 - 2019

- Instructing and supervising students and academic staff
- Plan and supervise all areas of the workshop for day-to-day operation
- Used knowledge and experience to solve technical queries raised by students

Induvallas Cia. Ltda. - Product Design & Digital Marketing
2020 - 2021

- In charge of the corporate image and graphic design team
- Assisting the digital marketing team advertising projects in different cities
- Updating brand identity to fit a younger audience

Martha Larco Espacio - 3D Designer
2021 - Current

- Assisting head interior designer with scenes and visualization
- Converting CAD plans into highly detailed 3D spaces that serve as a decision-making tool prior to client presentation

Freelance work - South America & UK
2019 - Current

- Design processes from initial concept to final product
- Designed and conducted user research and testing to refine concepts
- Collaborated with external partners, such as suppliers and contractors to ensure project execution and timely delivery.

SKILLS

Design:

Design process
Brand identity
Design thinking
Sketching
Market Research
Interaction design

Technical:

3D printing
Adobe Products
Wire-framing
Blender
Brief creation
Prototyping
Materials

Web:

Html
Css - Tailwind & Bootstrap
Js and Node Js
Github
React

Soft:

Communication
Adaptability
Project management
Team player
Attention to detail

LANGUAGES

Spanish (Native)
English

* References are available on request