

BART GORTWORST

Industrial Product Designer

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Work Experience

LEGO SYSTEM A/S / PROJECT WRITER, BACHELOR THESIS

FEB 2017 - JUL 2017. BILLUND, DK

- Creating a new play experience by designing unique play elements that fit in the Lego system
- Working independently and as part of a team
- Complete design process from research and concept generation, 3D modelling, and renderings, to final design solution delivery
- Identifying technical risks and developing proof of concepts showing design solutions
- Using different materials and technical solutions to simplify mechanical function and improve durability
- Creating and, operating CAD files designed for moulded products
- Applying the Lego brand vision to the product
- Created concept prototypes and models to conduct user testing and validate product concept
- Worked on pitching concept ideas - both verbally and visually

LEGO SYSTEM A/S / FRONT END DESIGN INTERNSHIP

FEB 2016 - JUL 2016. BILLUND, DK

- Creating ideas and concepts for the world's most critical audience
- Worked in a diverse team of designers, engineers, and artists
- Team based brainstorming and creative thinking workshops
- Shaping products in sketch, physical mock-ups, and CAD
- Working with quick cut and glue techniques combined with 3D printing and laser cutting technologies to test and reiterate prototypes
- Developing and presenting product visuals to communicate ideas
- Conducted user research & user testing to validate product concepts
- Designed multiple new exciting elements currently featured in the LEGO product range
- Worked on my creative product development process

DEVORM / INDUSTRIAL DESIGN INTERNSHIP

SEP 2014 - FEB 2015. ARNHEM, NL

- Worked on new product design development - from research, sketching to prototype and production
- Researching and identifying opportunities for new products
- Innovated new methods for the prototyping and production of products
- Visually and verbally communicated creative ideas through sketches, renderings and presentations
- Worked with factories through the product development process
- Created production quality prototypes used for promotional material
- Launched a range of new interior products for professional spaces
- Designed the 2014 Orgatec exhibition stand for devorm
- Worked on my design knowledge and technical ability

Profile

My name is Bart Gortworst, 24 years old, born in the Netherlands and raised on the island of Rarotonga. Since early childhood I was always interested in how things work and function, taking apart anything I could get my hands on. This curiosity transformed into a desire to create, make and design. I enjoy playing guitar (built two), like to ride motorcycles (built three) and am a big football fan.

Currently I am working on an educational table top game for kids, working on my rendering in Keyshot and working on my graphical skills.

Education

INDUSTRIAL PRODUCT DESIGN / B.ENG

SEP 2013 - FEB 2018. HAN ARNHEM, NL

LIGHTWEIGHT STRUCTURAL VEHICLE DESIGN

SEP 2016 - JAN 2017. HAN ARNHEM, NL

Skills

Design: Research • Ideation • Idea sketching • Sketch renders • Production methods • Concept development • Iterating • 3D CAD design • Engineering • Material knowledge • 3D Rendering • Testing • Presenting

Prototyping: Concept mock ups • Engineering • Technical functionality • Hands-on prototyping • Rapid prototyping • 3D printing • Laser-cutting • Simplifying functionality

Program proficiency: Illustrator • InDesign • Photoshop • Microsoft Office • Sketchbook • Solidworks • Keyshot • Autodesk Inventor • Siemens NX-9 • Rhinoceros 3D • Abaqus FEA

CAD: Highly proficient with SolidWorks and Keyshot, extensive experience with Siemens NX9. Basic knowledge with Inventor, Rhino and Abaqus.

Language: Fluent in both English and Dutch.