

Gur Kimel

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London.

Education

2008 – 2012

B. Design (Hons) in Industrial Design, physical products design.

Holon Institute of Technology, Israel.

Software

-Solidworks

-Adobe Creative Suite: Illustrator, Photoshop, Premiere etc.

-Sage

-Asana, Smartsheet

-3dsMax (Vray rendering)

-Blender, Rhino and Google Sketchup

-Both PC and MAC proficient.

Skills

-Product design.

-Project management.

-Design for manufacture and assembly (DFMA)

-New product development (NPD)

-CAD 3D and 2D.

-Research and development (R&D)

-Continuous improvement(CI)

-Model making and prototyping

-Rendering 3D and animation

-Retail, branding, e-commerce

-Design of various products including: sporting goods, toys, craft, furniture, graphics, POS, cardboard and paper, metal works and jewellery.

-Freestyle Frisbee.

Summary

I am an industrial designer specialising in design for manufacturing, project management and new product innovation from initial idea to completion, with extensive knowledge of manufacturing processes, software and materials.

I also founded and designed a jewellery brand called *Nature Preserve*, and have been exhibited in *Tokyo Design Week*, *Campo Cultural Centre, Kyoto, Japan*, *Holon Design Museum*, and the *American Museum of Natural History, New York*.

Professional experience

2017

Studio Michael Anastassiades, London – Product Developer

Studio Michael Anastassiades is a high-end design studio for products and lighting. Product developer role within the production team, working on bespoke and commissioned projects, development of new and existing products and supply chain management.

- **Supplier management** managing UK and worldwide suppliers. This demanded knowledge in manufacturing processes and a wide variety of materials, good interpersonal skills, overseeing QC and conducting factory visits, creative sourcing of materials and parts.
- **Product engineering** for new and existing products. Design and development of parts and assemblies, solving technical challenges, hands-on fixing and assessing damaged products, overseeing the designers and design process to comply with regulations and optimize assembly, manufacturing and user experience.
- **Project management** of bespoke and commissioned projects, creating project timelines, making cost estimates and reports, working closely with high-end brands and companies, prototyping for presentations, liaising with customers, managing on-site installations, setting project achievable and reporting to senior management.

2015 – 2017

Sugru, London – Industrial Design and New Product Development

Sugru is a designer/inventor-lead *London*-based start-up, focused on innovative materials and consumer products. Industrial and product design role within the creative team, working on a wide variety of briefs, tight deadlines and budgets.

- **New product development** managing the NPD process from initial concept to launch. This required work with stakeholders from senior management to the production floor, solving development issues, clarifying design decisions and implementing new parts and processes.
- **Product design** included Model making, 3D printing, rendering and prototyping for investors/retailer meetings, visualisation of future products and range expansion plans. Leading changes to mass marketed products, optimising manufacturing processes, material and source new suppliers worldwide to achieve cost-effective, high-quality products.
- **Process engineering** involved creating manufacturing specifications, SOP documents and instructional videos, utilising lean and CI to reduce training time to a minimum and transfer methodology to an overseas facility.
- **Package design** and structural design for packaging and POS, CAD 3D modelling, making props for high production value videos, devising new project ideas using Sugru for the company's thriving online community.
- **Project management** included managing small teams, creating project timelines, identifying milestones, designing and making test plans for research and development department, cost estimations and print management.

Professional experience

2013 – 2015

Speevers – Product Designer and Design for Manufacture and Assembly

China and Israel-based juggling and sport accessories and toys manufacturer, worldwide wholesaler focused on professional customers.

- **Concept development** working on innovative concepts to the juggling world, working from an early conceptual idea, through brainstorming and prototyping, evolving to a mass-produced product currently sold worldwide, for example, the new Click 'n' Play modular juggling system.
- **Product engineering** for new products based on existing concepts such as juggling balls, hula-hoop, contact, etc. included managing remote production sites, sourcing new suppliers and parts, working within a multinational, multi-location team and delivering projects on time and to budget constraints.
- **Design for manufacture and assembly** included writing manufacturing specifications, bills of materials, assembly instructions and videos. 3D modelling and prototyping to find creative solutions for design, technical and engineering challenges. Developed projects like the Buggeng instrument for mass production, gained experience with a wide variety of technologies and materials, utilising design for manufacture and assembly principles.

2009 – 2015

Nature Preserve – founder and designer.

- Design and manufacture of nature inspired jewellery, evolving from a basic idea to selling hundreds of units to stores and museums worldwide (including *the Design museum, Israel and American Museum of Natural History, New York*).
- Working on Nature Preserve involved design, management, branding, developing processes, manufacturing, liaising with suppliers and customers in both retail & wholesale, managing finances, worldwide marketing & sales. This gave me a valuable introduction to all the skills needed to run a consumer product business.

2009 – 2011

Alessi Tollman's – Retail Salesperson role at Tollman's Alessi and Tollman's at the Design museum shops, a retailer of luxury and high-end design products.

- This role required excellent knowledge of modern design products, fluent English and good interpersonal skills.
- Great learning experience in retail environment, presentation skills, identified customers' needs, articulated design knowledge and guided customer decisions.

2008

Studio Orit Abrbnal – Production line worker. This demanded an understanding of the manufacturing process, good teamwork, delicate craftsmanship, attention to detail, implementing quality control and continuous improvement process.

2004 – 2007

Military service – Tank Commander and Platoon Sergeant.

Training officers and commanders in English. Reaching a final rank of Staff Sergeant.

Personal experience

-Rajasthan, India 2013
6 months independent course in silversmithing whilst travelling in Asia.

-Valencia, Spain 2011
6 months studying furniture, toy and leisure design.

-Central and South America 2008
6 months travelling from Mexico to Argentina.

Languages

English
fluent

Hebrew
native speaker

Spanish
basic communication skills