

Richard Moore

Product Design Engineer



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Key Skills

- 6+ years product design industry experience
- Masters degree in Product Design Engineering
- Extensive injection moulding plastics design and development experience
- Design for manufacture & 3D CAD modelling for production and tolerancing
- Highly experienced Solidworks, Adobe Suite and Keyshot user
- Production lifecycle management and first-off part quality assessment
- 3D Printing, laser cutting and other rapid prototyping
- Innovation Award winner
- Design ideation, sketching and hands-on model making
- Electro-mechanical system design integration and development



Personal Summary

Product Design Engineer with 6+ years experience working with some of the world's leading global brands including Dyson, Apple, Artemide, H&M and Foster + Partners to develop patented and award winning products that were featured in Dezeen.

Developed a number of commercially successful products, taking design briefs from concept through to production, managing development processes that include design for manufacture, injection-moulding with a variety of plastics, metal extrusions, electro-mechanical integration and value engineering, all whilst maintaining uncompromising aesthetics and design.

Significant experience liaising with overseas manufacturing partners and suppliers to achieve design team intent and working with quality control teams to ensure off-tool parts meet specifications. Experience includes complete 3D modelling for manufacture, production tolerance documentation and production timeline planning.



Industrial Experience

Product Designer

PARC - August 2017 - December 2021

Lead mechanical designer for a range of architectural products overseeing all facets of development for a suite of aesthetically driven high-end commercial devices including lighting, speakers, security camera and sensors. Working on concept designs, testing and development using rapid prototyping and then creating detailed CAD models and design drawings.

A significant portion of the job involved collaborating with in-house teams and third party suppliers to integrate hardware and electro-mechanical requirements whilst maintaining the critical aesthetic elements of the design.

- Lead product designer on the Node product line, designed in collaboration with Foster + Partners and Artemide. The product features over 15 separate devices unified under one design language. I participated in the installation and presentation that launched the product line at Light & Build Show 2018 which was subsequently featured in Dezeen magazine.
- Detailed design and manufacture of over 30 injection moulded parts across three major product groups from factories in Asia and North America. Value engineering of designs to reduce tooling costs by 26% and simplify assembly procedures downstream.
- Led a business initiative to upgrade and improve rapid prototyping capabilities within the company which led to a 45% reduction in running costs and a significant improvement in customer approved samples, reduced time for development and decreased sign-off time-lines.

Product Designer

LumicoDesign - May 2016 - July 2017

As a smaller studio I was heavily involved in developing initiatives that would increase business exposure to new clients and widening our skills base into new markets such as visualisation, augmented reality and expanding rapid prototyping as a method of delivery for production parts. We produced a number of installations for high-value clients from concept to rollout.

- I led the development of a unique system for advanced visualisation of concepts utilising virtual and augmented reality for which we won an Innovation Award in 2017. The process utilised CAD data from any solid modelling programs and could be viewed on desktop or mobile platforms, allowing designers and clients to explore designs and concepts in 1:1 scale.
- Design and development within the retail and experiential sector for a number of international brands including Dyson, Lacoste, River Island, and H&M, from concept through to technical design using Solidworks and 3DS Max, to production of full drawing packs, photo-realistic renders and visualisations. Projects have been manufactured and rolled out successfully in stores in a number of countries worldwide.
- As a design consultancy my role included new product development, from ideation and sketching ideas through to manufacture for high profile clients, including the production of working prototypes. Use of a range of techniques such as 3D printing, mould design and sourcing complex manufacturing for plastic and metallic parts from the UK and Asia.



Education & Skills

MEng - Product Design Engineering

University of Strathclyde, Glasgow - 2009-2014

Key Units - Design for Manufacture and Assembly, Production Techniques, Advanced Prototyping and 3D Printed Model Design, CAD/CAM, Workshop Machining, Concept Design, Surface Modelling, Mechatronics.

Industry Projects - Jaguar Land Rover - Design and develop rotary damper concept
Equal Adventure Ltd - Design, develop and build a prototype single arm paddle for inclusive canoe and kayaking program

Masters Dissertation - New Product Development with Emerging Technology

Final Year Project - Energy Recovery Device for Commercial Kitchens

B.Design - Industrial Design (Exchange Program)

Queensland University of Technology, Brisbane - 2012

Key Units - Advanced Sketching and 3D Model Making, Manufacturing Technology, Biomimicry, Marketing and Product Advertisement

Software Skills:

Solidworks, SolidEdge, Keyshot, Adobe Creative Suite, 3DS Max, Unity



Hobbies & Interests

I am a very keen cyclist and enjoy cycling holidays and days riding with friends. I also have a keen interest in building and maintaining bikes in my spare time. I love watching live sport, which in Melbourne now includes NRL, Super Rugby, AFL, Tennis and Formula 1

I love skiing, when I graduated in 2014, I took a year to live in Austria and work in the ski resort of St. Anton which greatly improved my skiing ability and appreciation for all-mountain terrain.

I have played rugby for Club and University, representing the 1st VX for 5 years at Strathclyde University before joining my local team in London, the Battersea Ironsides, playing matches throughout England for the 1st and 2nd XV.