

## Job Title

Industrial Designer/Engineer - Junior - Mid Level

## Essential Skills

- As a member of the core product design team you will be expected to manage the delivery of a product from concept stage through engineering onto the pre-production stage with the assistance of a line manager where required
- To create and manage all the 3d and 2D design data for a project excluding the packaging. A successful candidate will need to show a good understanding of 2D drawing standards
- Work with the Project Manager, Acoustic and Electronic design teams to ensure a smooth and unified design process
- Provide reports at all key stages of development for the Project and Management Teams
- To create initial concept sketches in freehand 2D. Successful candidates should also be trained and comfortable in a workshop environment and show evidence of simple prototypes they have made.
- All product design team members should show a clear understanding of the product development process demonstrating a strong knowledge of materials and manufacturing process' such as Casting, Machining and Injection moulding. They should also actively continue to improve their design knowledge for the benefit of themselves and the whole team during employment
- Candidates with experience in Mechanical design for mass produced products will also be considered. Especially those with experience designing mechanical control systems and a positive mechanical UI experience
- It is essential product design team members show a strong understanding of CAD development software or a willingness to learn. Ideally Autodesk Inventor (Equivalents such as Solidworks will be considered)
- To provide concept renders at all stages of development to help support concept selection and later Marketing and packaging design
- It is essential product design team members show a strong understanding of CAD development software or a willingness to learn. Ideally Autodesk Inventor (Equivalents such as Solidworks will be considered)
- Research and select materials for all projects
- Develop concepts from a specific brief in both freehand and digital formats. Mediums include free hand sketching, Foams and cardboard mock-ups along with 3D printing
- Occasionally support to other departments to aid consistent and smooth production in the form of ECRs (Engineering Change Requests)
- Be willing to travel if required

Please send C.V and covering letter by email to: -

Charles Minett  
Product Design Director  
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