

FELIX PROCTOR

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London based

About me

I am an enthusiastic, creative 3D designer with a passion for solving problems. I am naturally inquisitive and am very ideas driven, which has resulted in me creating work that spans all 3D design disciplines. My approach to 3D has largely been informed by the tactile experience of objects, making materiality and interactivity a particular focus. I am a strong team player and enjoy working collaboratively to find the best solution to a design problem, whether that be within a team or with a client.

Work

2018- 2018 Designer - Christopher Jenner, London, Uk

I worked at Christopher Jenner for 6months, during which time I was the lead designer for furniture design, working closely with the team to develop designs, for a variety of clients, including Marli for their retail interiors. Whilst my role was primarily creative, I was also very involved in the production process, working with clients and manufacturers to ensure our design was correctly translated into the final product.

2016- 2018 Freelance Designer - Felix Proctor Design, London, UK

Key Projects:

Made Workshop: I have worked on a variety of projects with Made, including the Buzzfeed Live Election Coverage set, designing the furniture and backdrop sculptures, ready for manufacturing. I have also helped create an exhibition stand for Soundcloud for BBC Amplify '17 as well as a two metre Connect 4 game for Google Campus.

Set Live: I have worked with Set Live most recently on "Enage 17", Google's Annual European Conference, designing furniture and visuals for client presentations.

2016-2016 Mid-weight Designer - Zone Creations (5 months) London, UK

I worked at Zone Creations for 5 months as part of a small design team (alongside a large manufacturing team). I worked on a variety of projects including marketing products for retail, bespoke furniture and interiors.

My role included working with clients and taking their briefs from concepts to presentation ready renders, through to production, working alongside the in house production team.

My job required an in depth knowledge of production techniques and materials to enable me to create innovative designs, while ensuring they were able to be manufactured on time and within the budget.

The variety of projects, and very technical elements of some of the briefs, really help me develop my skills as a designer, especially in terms of solving challenging technical briefs. I worked mainly in Solidworks and was able enhance my skills creating technical drawings and using plug-ins to create my designs.

2015-2015 Junior Designer - Ordinary Ltd (6 months) London, UK

I worked at Ordinary for 6 months as part of a small team on both furniture, architectural and Interior projects.

My role included making bespoke furniture & Interiors for clients, working to tight deadlines, researching suppliers, procuring samples, taking projects from concepts through to in house production and organising external manufacturing. As well as designing a series of residential and commercial buildings, which I developed into presentation ready renders, laser cut, CNC & 3D printed models & prototypes.

2013-2016 Felix Proctor Design London, UK

I designed my own ranges of furniture and lighting which I exhibited at design shows including Clerkenwell Design and Design Shanghai. Additionally, I have been working on freelance projects including the interior of Sushilicious, a sushi restaurant at Box Park, Shoreditch.

2013-2013 CAD Assistant - Mike Miller Asc. (2 months) Wigton, Cumbria

Exhibitions

2015 Shanghai Design, China

I was able to launch my brand in China, exhibiting my new collection at Design Shanghai. This show has given me a wealth of experience outside of furniture design itself in terms of the preparation and execution including my skills in exhibition design, client management, coordinating and liaising with manufacturers, organising export shipping/ customs, leasing with shipping companies, creating a successful crowd funding campaign and creating promotional material using the Adobe Creative Suite.

2014 Clerkenwell Design, London

2013 East London Design Show

2013 HandMade In Britain13, London

Education

2010 - 2013 Ba (hons) Fine Art Sculpture with 2:1, Brighton University

2009 - 2010 Foundation Diploma Art & Design - Distinction, University of Cumbria

2007 - 2009 Caldew School, Cumbria
A-levels : Fine Art, Photography, History

Software

3D Software

Rhino
Solidworks
AutoCAD
Sketchup
VectorWorks
Cinema 4D

3D Rencering software

KeyShot
Solidworks
3Ds Max + Vray

2D Software

Adobe CC
HTML
MS Office