



Davide
Amorim

Product & Interaction Designer.

about.

I am Davide, a Product & Interaction Designer, who understands the complexity, the challenges, and the potential of emerging technologies and aim to translate them into products that seamlessly empower people's daily lives. I think we as designers are able to create a bridge between meaningful technological developments and real-world needs.

awards & exhibitions.

Dutch Design Week 2018

Mind the Step exhibition of the research project Mechanical Metamaterials and the 'one shoe' project.

3D Hubs - Student Grant'19 WINNER

'one shoe' project has won the 2019 Student Grant Award in the category of 'Product Design'.

DUDE magazine by BNO, 2018 - #3 issue

'one shoe' research project was elected by Dutch Designers magazine as one of the 30 best graduates'18 projects of the Netherlands and published with the research project Mechanical Metamaterials in their 2018 magazine, issue #3

SCF'19 Conference - Pittsburg, Pennsylvania, USA

'one shoe' project research insights were presented at the 4th Symposium for Computational Fabrication and published on the ACM digital archive.

TEI'19 Conference - Tempe, Arizona, USA

'FRANK' project was presented at the 13th Tangible Embedded, and Embodied Interaction conference, where was Awarded for 'Best Hybrid Material Implementation' and also elected as conference 'Attendees' Choice'.

languages.

Portuguese **Fluent**

English **Advanced**

Spanish **Intermediate**

spare time.

Coffee-Chat

Photography

Cooking

Reading (new tech, design and human history)

Running & bouldering

Movies & TV Series.

contact & follow.

d.amorim.design@gmail.com

www.davideamorim.com

NL +31 6 48 55 23 21

linkedin.com/in/davide-amorim-87b9a77b/

instagram.com/davide_amorim/

skills.

Top level skills

- Concept development;
- Design research;
- Formgiving;
- CAD (SolidWorks; Rhino; Keyshot);
- Parametric / Generative design (Grasshopper);
- Adobe (Ai, In);
- Sketching;
- Digital & Physical prototyping

Mid-level skills

- Visual presentation;
- Storyboards and user's journey;
- Design strategy;
- Research analysis;
- Graphic design, all around skills;
- Adobe (Ae, Pr)
- CAD (Fusion360; MeshMixer, Netfabb & Magics).

Lower level skills

- Prototyping electronics (Arduino - C/C++ based);
- Programming (processing, python, C#);
- HTML/CSS;
- Business strategies.

knowledge.

Product Design

- Innovative Materials (metamaterials; robotic materials;wearables technology)
- Additive Manufacturing (SLS; SLA; Multi Jet; FDM);
- Traditional manufacturing (CNC cutting & milling; injection & vacuum moulding, laser cutting and engraving)
- Generative & Parametric Design;
- Emerging technologies;
- Personalization & Sustainability;
- Product Development;
- Design Research;
- Aesthetics of Form
- Color, Material & Finishing (anodised, powder coating, material embossing & engraving, sintetic and organic textiles, leather).

Interaction Design

- Human-Computer Interaction(HCI);
- Tangible Interaction;
- User Research;
- User Experience (UX);
- Aesthetics of Interaction;
- Emotional Design;
- Complex Systems Interaction (IoT and AI);
- Digital Design (Screen based interfaces).

experience.

REV'IT! Sport International, Oss, The Netherlands, 2019 - Currently

Employment - Part of the Research and Innovation team. Development of protective gear for motorcyclists. Main focus on smart airbag system.

My focus was mainly on the development of airbag system to be inserted inside a garment. Such a project demands a diverse range of skills and knowledge that goes from product conceptualization / development, testing prototype in a lab setting according to EN standards, manufacturing techniques, data analysis, user testing, garments development, CAD engineering of hard parts to house electronic components, and material experiments. I have also been part of the algorithm development team by analyzing data and contributing to discussions while elaborating key points to be considered in the development of the algorithm for crash detection.

EuFlex, Eindhoven, The Netherlands, 2017 - 2018

Employment - Mentoring undergraduate students in both courses of Aesthetics of Interaction (AoI) and Marketing Research & Design Methods (MR&DM) in the department of Industrial Design at TU Eindhoven.

Together with a colleague, I mentored undergraduate students throughout the course AoI where I organized feedback sessions every week to debate upon the work done by the students. These sessions consisted of taking doubts, evaluate their performance and process during the project. We also discuss the theories related to the topic of AoI. While in the course of MR&DM, I took responsibility of coaching 24 students and evaluate their design process and ideas considering market potential.

UNiD Magazine, Eindhoven, The Netherlands, 2017-2018

Volunteer - Part of graphics design and photography team.

I helped on the realization of two issues for the UNiD magazine from the Department of Industrial Design of TU/e. I was part of the graphics team where I did image editing and illustrations. While in the team of photography, I developed my skills of conceptual and portrait photography.

d2 Technology, Braga, Portugal, 2014 - 2016

Employment - Product design; Rendering; Visual design; Graphic User Interface design.

As an Industrial and UI Designer, I developed a new interface experience for d2 Technology CNC machines. The new interface was more intuitive and ease-of-use which helped customers on working more efficiently with these complex machines. In addition to that, I took charge of roles such as deciding CNC's design color, materials, and finish features. I used skills such as 3D modeling and rendering, sketching, branding and communication, user interface design and user experience. I learned about the whole process of transformation and manufacturing regarding stone material.

ADN Design, Bilbao, Spain, 2014

Internship - Product design; Sketching concepts; UX.

At ADN Design, I have created concepts on several products range from smart bracelets to irons. In addition, I developed concepts on a more interaction design level for the context regarding the design of Athletic Bilbao Club museum. During this work experience, I made use of tools and design skills such as market research, concepts developments and visual presentations (sketching, 3D models, animations).

education.

Eindhoven University of Technology, Eindhoven, The Netherlands, 2016 - 2018

Masters - Department of Industrial Design.

Throughout my master's education, I have become experienced on topics related to design research methods, product - interaction design, tangible interaction, aesthetics (of form and interaction), intelligent systems (IoT and AI), and finally the topic in which I have graduated, smart materials for personalized and sustainable footwear.

Technological Educational Institute of Athens, Athens, Greece, 2013 - 2014

Erasmus - Faculty of Fine Arts and Design.

During my time in T.E.I Athens I have learned topics such as crafting ceramic objects, designing interior spaces, single pieces of furniture, and techniques for product photography. Also, I had the opportunity to meet several people and learn from other cultures practices and values. This experience has profoundly impact and shaped my personality and career decisions.

Institute Polytechnic of Cávado & Ave, Barcelos, Portugal, 2011 - 2014

Bachelor's - Department of Industrial Design.

During my undergraduate program, I have learned topics related to product design methods, design thinking, ergonomics, 3D modeling, prototyping, color and trends, sketching, design management, and marketing research.