



Thomas Mascal

Creative, functional and user centred product design. From personal electronics and utilities, to furniture and homeware, each with an underlying ethos and distinctive style. I strive to think a little differently; to look for a unique approach, system or solution to a problem. The products I design must always be in some way unique, even if only in the detail, and in no way mundane.

Essentials

Key Skills

Concept generation
 Design development
 CAD & Technical diagrams
 Modelling & Prototypes
 Visual rendering
 Graphic design
 Web design

Key Programs

2D - Adobe Creative Suite
 (Ps, Ai, Fl, Id, Dw)
 3D - Rhinoceros,
 Cinema 4D, 3DMax

Contact Info

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Employment

Block Design - September 2010 > present
 Product designer / Graphic designer
 - Research > Conception > Costing / Sourcing
 > Prototypes / Testing > Feedback
 - Existing product refinement & Improvement
 - Graphic design / Packaging design
 - CAD: Visual rendering / Technical drawing
 for production (Liaising with manufacturers)
 - Web design / Maintenance & Analytics
 - Product photography (web & print)

Lucky Graphics (luckygraphics.co.uk)

- March 2010 > present
 Graphic design > Web design > Branding
 > Promotion - Recent clients:
guineapigmagazine.com - Logo > Brand
 > Graphics & Animation (Fl, Ps, Ai CS5)
nevillemithart.co.uk - Online gallery (Dw, Ps)
dwellingmatter.co.uk - Brand & Design (Ai)
scree.tv (*Will Halfacree*) - Logo > Brand
 > Designed for web, print & media (Dw, Ai)

Tickbox Marketing - August 2009 (placement)
 Graphic design > Web design & Development
 > Branding > Operations & Administration
 - Design team & Studio experience
 > Self organisation > Strict deadlines

The Shepton Mallet Digital Arts Festival

- August 2009 (placement)
 - Promotional product design > PR
 > Photography > Graphics
 - Conception of ideas & design development
 - Prototypes / Testing > Installation

Freelance work (*mascdesign*) - 2009 / 2010

Raves from the Graves (*Richard Churchyard*)
 - Promo products > Brand identity (Ps, Ai)
MCH (mch.org.uk) - 3D modelling > Renders
 > Animation for web (Cinema 4D, Ps, Fl)
Simon Williams, Saxophone / Guitar tutor
 - Personal branding & Visual Identity
 > Promotional graphics & Products (Ai, Ps)

Portfolio

My digital portfolio and more information can be found at:
mascdesign.co.uk

Education

2:1 BA (Hons) 3D Design for Sustainability

University College Falmouth - 2006 > 2009
 - Full design cycle: Concept > Research
 > Development > Visualisation > Prototyping
 - Manufacturing processes (with case studies)
 - Specialism in product life cycle analysis
 - Technical drawing > Graphic & Web design
 - CAM: Rapid prototyping > CNC routing
 > laser cutting > Wire bending
 - CAD: Adobe CS > AutoCAD > 3DMax > C4D
 - Practical skills: Wood / Metal working
 > Casting > Blow moulding > Vacuum forming

Foundation Degree in Art & Design

Wiltshire College Trowbridge - 2005 > 2006
 - Sketching > Graphics, > Print > 3D
 > Digital media > Specialisation within
 product design (research, theory & practice)

Frome Community College - 2002 > 2005

3 A levels (inc: Design & Technology > Art)
 - Systems & control > Graphics & sketching
 > Development of practical skills
 10 GCSEs grades A to C (inc: English > Math
 > Science > Design & Technology > Art > ICT)