



Caitlan Nortrop

Product Designer





“

Design is concerned with how things work, how they are controlled, and the nature of the interaction between people and technology. When done well, the results are brilliant, pleasurable products.

[Don Norman, *The Design of Everyday Things*](#)

”



Hello!

I'm a recent graduate from the University of Lincoln. I am looking for a job that pushes me to be the best designer I can be.

I aspire to be a designer who creates and innovates products that are the solutions to current and future world problems.



Contents

1

Child's Storage System

Brief: Design and manufacture a storage system aimed at children.

2

New Materials

Brief: Research a new material and create a product that uses that material.

3

Competition Trophy

Brief: Design and manufacture trophies for a Lincolnshire Young Designers.



4

Reverse Engineering

Brief: Choose an object and replicate it in CAD software.
Brief: CAD model an ornate piece of Lincoln's history.

5

Glenwood Eye

Brief: To develop a concept for a caravan that draws upon both nature and comfort.

6

BFG Immersive Exhibit


Brief: Design and develop a concept that explores making small exhibits more interactive.




1

Child Storage System

Brief: Design and manufacture a storage system aimed at children.



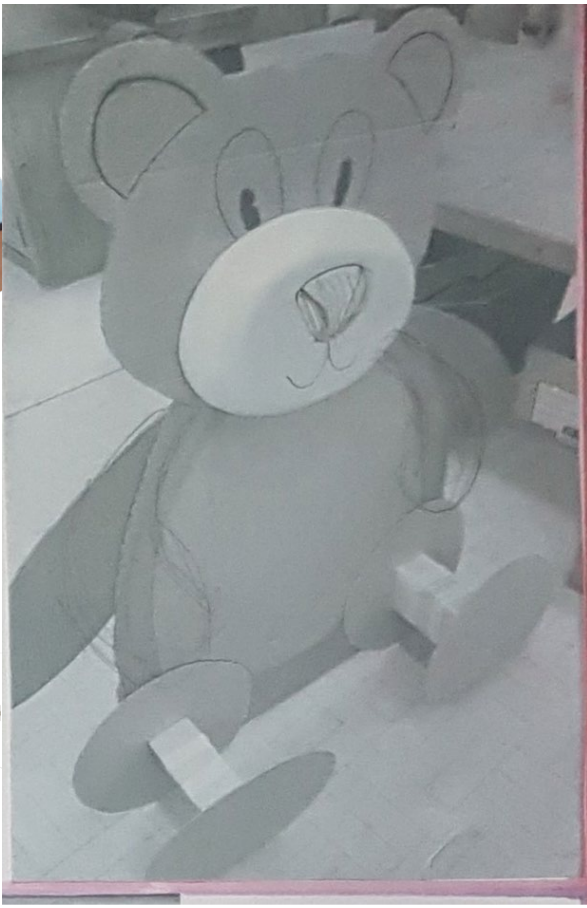


A-Level – 40 Weeks

The objective of the brief was to design an interactive and fun storage solution. The target audience was for 0 to 7 year olds.

During the initial planning stages, I identified a number of gender specific ideas but felt this limited my target audience.

The teddy bear stemmed from this opinion as it opened up the target market as well as aligning with my own opinion of the function following the form and interactivity.






2

New Materials

Brief: Research a new material and create a product that uses that material.





1st Year Independent Project – 16 Weeks

This brief was more research based than design. After researching a range of new and upcoming materials, I decided to research and experiment with Muskin.

Muskin is a vegan friendly material that is made from mushroom caps. It has similar properties to leather therefore, it can be used in similar ways.

I created a collection of furniture designs that all included Muskin in some way or another before creating a CAD model of one of them.



3

Competition Trophies

Brief: Design and manufacture trophies for
a Lincolnshire Young Designers.

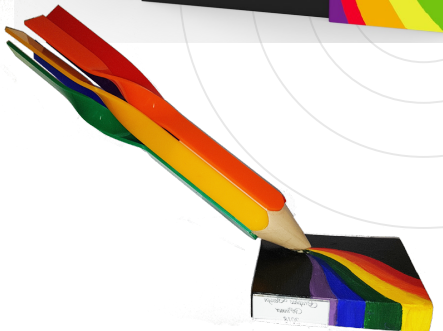
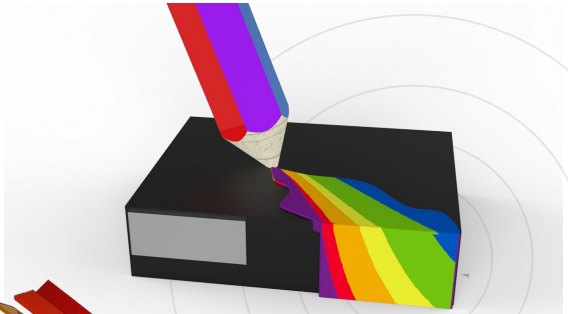
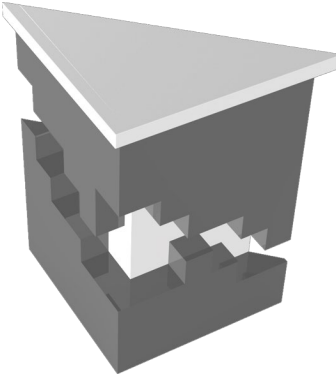
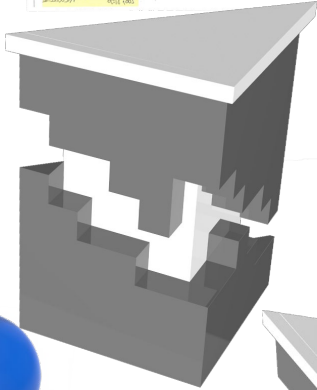
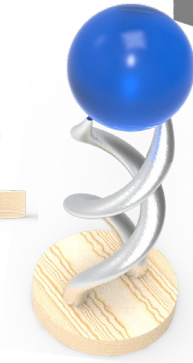
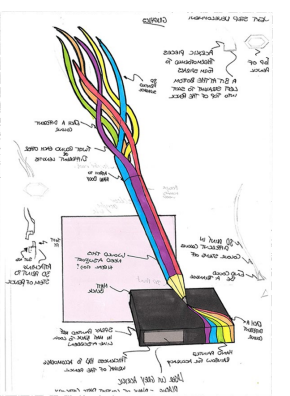
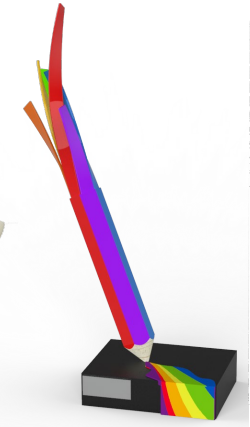
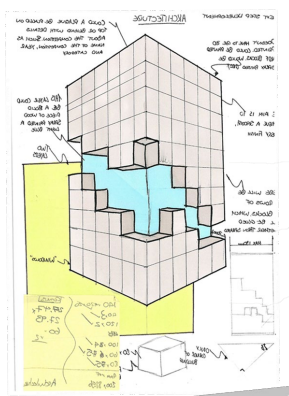
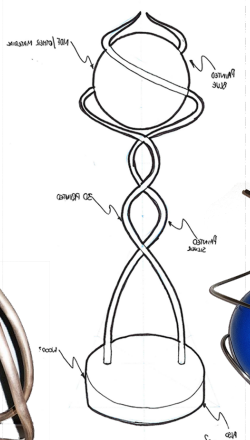
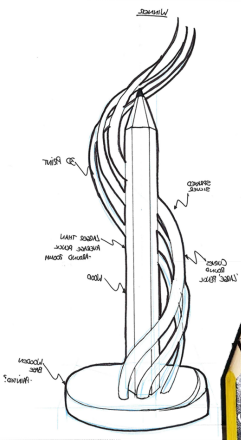


1st Year Independent live Project – 16 Weeks

This live project involved designing trophies for eleven categories before condensing those ideas to between two and four.

The competition (Lincolnshire Young Designer of the Year award) is aimed at Secondary and A -Level students. Therefore, the trophies had to look professional whilst also making it clear which category they had won.

The other requirement for this project was to include one 3D printed part in some way. This provided an extra challenge as it is easy to rely too heavily on the newer technologies.






4

Reverse Engineering

Brief: Choose an object and replicate it in
CAD software.

Brief: CAD model an ornate piece of
Lincolns history.



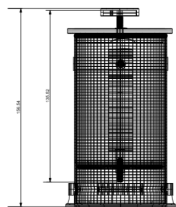
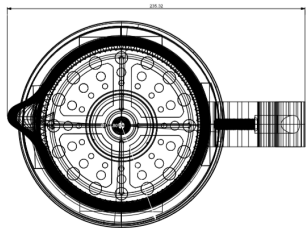


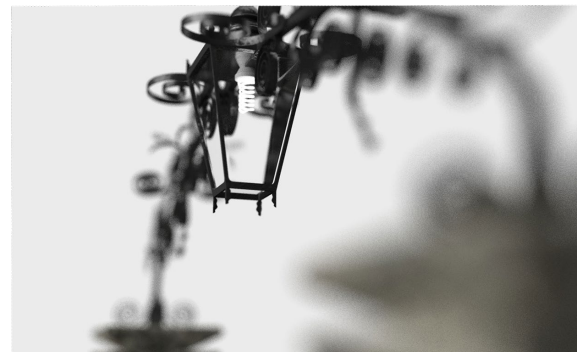
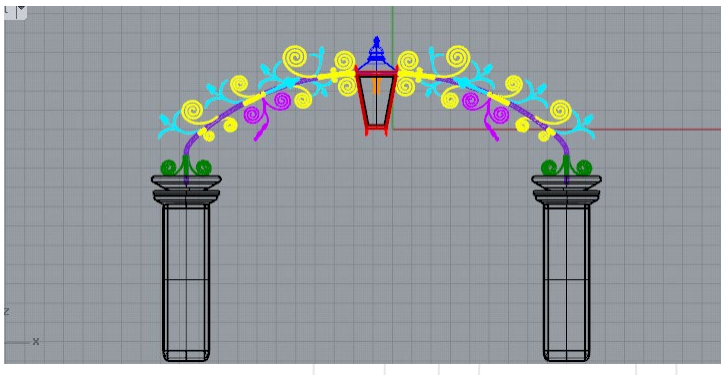
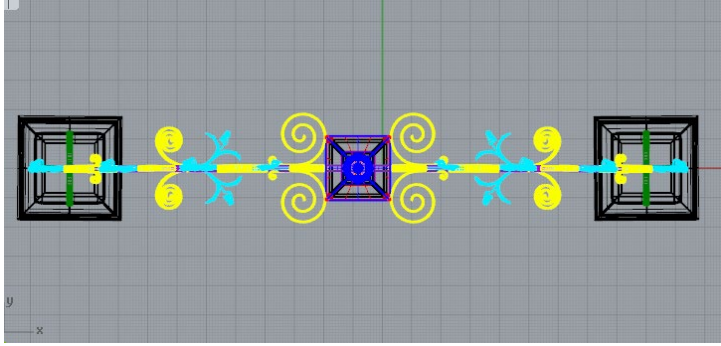
1st Year Independent Project – 16 Weeks

The aim of this brief was to reverse engineer a product of your choice whilst learning Rhinoceros and Keyshot . I decided a Cafetiere would give me a challenge therefore enhancing my skills in the software.

2nd Year Independent Project – 4 Weeks

The second challenge was to reintroduce Rhinoceros and keyshot . The model itself wasn't as complex as the first brief as I wanted to focus more on rendering and the effects this could produce.



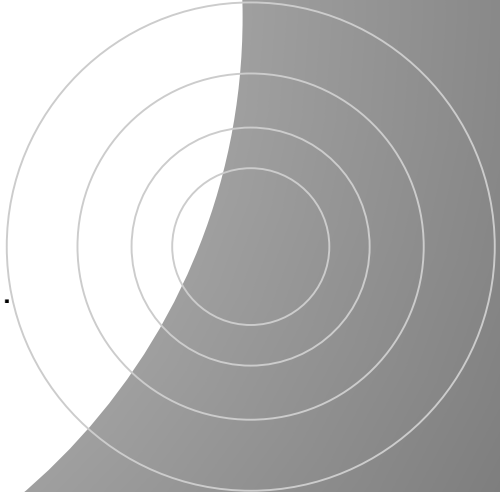


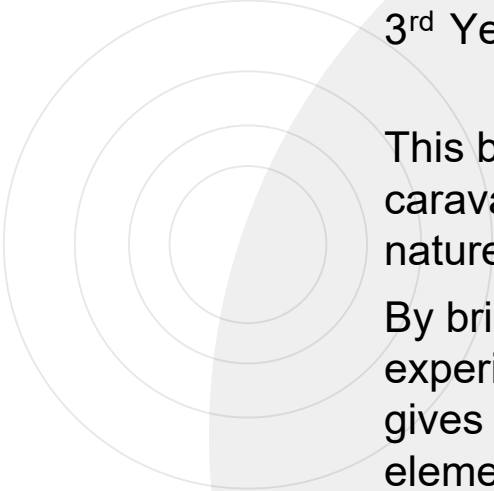


5

Glenwood Eve

Brief: To develop a concept for a caravan
that draws upon both nature and comfort





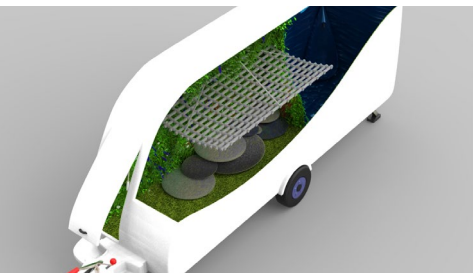
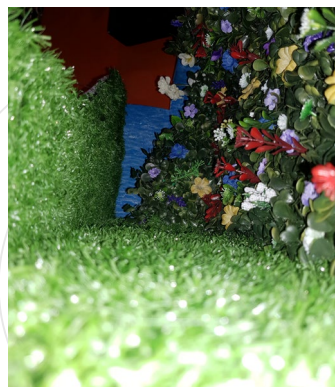
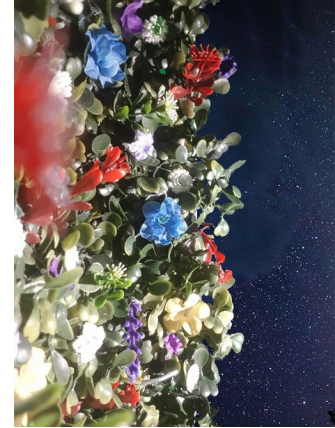
3rd Year Independent Project – 36 Weeks

This brief explored camping and caravanning, with particular emphasis on nature and the outdoors.

By bringing the nature indoors, the user can experience the health benefits that nature gives whilst being protected from the elements.

The aim was to combine features from the outside that are experienced when sleeping in a tent but be more sheltered and have luxuries that are present in a caravan.

This concept draws on aspects of both to make the transition from camping to caravanning easier.

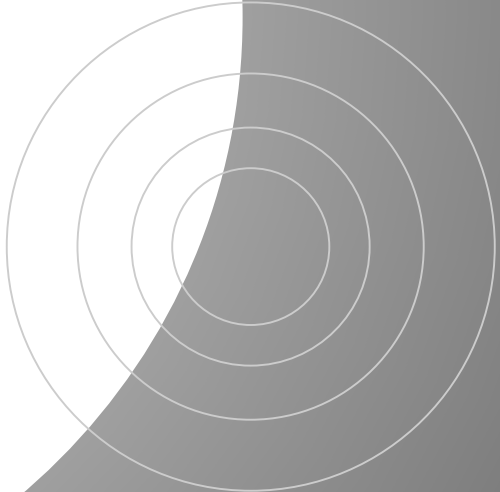




6

BFG Immersive Exhibit

Brief: Design and develop a concept that explores making small exhibits more interactive.



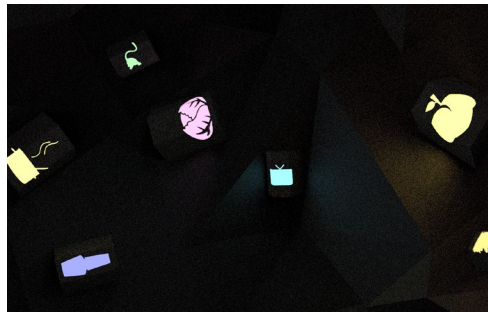


3rd Year Independent Project – 36 Weeks

This brief explored the use of technology to enhance smaller museums. It explored limitations in terms of money and resources whilst developing an interactive, fun exhibition that would entice the users – predominantly children.

The aim was to create an exhibit that would wow the target market whilst also keeping to the main function of a museum, education.

A focus of Roald Dahl developed as his stories are imaginative, engaging and often focused on in school English lessons.





Thank You

Thank you for taking a look at my portfolio.

I look forward to hearing from you

You can find me at

- Cainortrop@gmail.com