

DEAN PANKHURST

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PERSONAL PROFILE

Experienced cross-platform designer and project manager working in the craft and manufacturing sectors. Skilled in a wide variety of practical skills including 3D design and engineering, CNC manufacturing, fabrication, graphic and print design, film production, front-end web development, accounting and mass manufacturing supply chain management. Additional experience as a practicing artist and designer, with work presented in publications and conferences, as well as experience with teaching and pedagogical studies.

EXPERIENCE

Studio Manager – Subject

January 2017 – Present [3 years, 9 months]

www.subject.design

Co-Founder and Studio Manager of Subject, a two-part critical design studio which examines hairline fractures at the intersection of data, architecture, society and politics; and design consultancy that initiates various projects for both commercial and arts clients.

Manager of accounts, communications and operational duties of the company with a focus on project management and creative direction across arts and fabrication contracts, as well as direct, cross-disciplinary design work on most of the projects that move through the studio.

Design Engineer – Royal Academy of Engineering

April 2020 – July 2020 [4 months]

Lead designer for one of two CE certified N95 masks designed for project CARE, for the Royal Academy of Engineering, in association with Leeds university, Mayku and various other supporting organisations. My role covered 3D design, prototyping, iterative testing and multi-media instructional documents for manufacturers and end users.

Research and Development Manager – Mayku

March 2019 – January 2020 [11 months]

www.mayku.me

R&D Manager for new product development across all physical products at Mayku. Product manager of consumables, including materials sourcing, finances, engineering and innovation. Additional project management of design production as well as first-hand design engineering work with broad knowledge and application of 3D design and manufacturing practices. Experience supervising manufacture and quality control on-location in China and Europe across all Mayku products.

Visiting Lecturer – Goldsmiths, University of London

2019 – Present

Methods and Processes workshops for BA Design.

Introducing mass manufacture methods, material culture and globalisation to students through model-making by using consumer goods as raw materials.

Designer – Mayku

January 2018 – March 2019 [1year, 3 months]

www.mayku.me

Cross-team designer for Mayku. Project manager of materials research and development, alongside new product development and manufacture, fabrication, graphic design, video production, and technical team / customer support.

Content Production Manager – Mayku

September 2016 – September 2017 [1year]

www.mayku.me

Project lead for the design, manufacture and communication of physical content at Mayku, both in-house and in collaboration with external studios and users.

Further Education Learning Support – New College

August 2015 – October 2015 [3 months]

Working closely with A-Level & Foundation Diploma in Art and Design students: preparing workshop presentations and materials, delivering briefs, offering specialist technical advice and conducting group and individual tutorials.

EDUCATION

Bachelor's Degree, Design – Goldsmiths, University of London

2013 – 2016

First-class Honours

Activities and Societies: The Design Marketplace: Society President 2014–2015

VOLUNTEER POSITIONS

Committee Member – Tom Fund

2018 – Present [2 years]

The Tom Fund awards grants to third-year BA Design students at Goldsmiths, University of London, working on their final projects to help them overcome financial barriers during the research and practice stages of their projects. Committee members evaluate and approve funds to applicants upon submission and meet annually to discuss how to ensure the fund remains efficient and impactful.

TECHNICAL SKILLS

- Digital modelling, rendering and technical drawings including use of Rhino and Solidworks
- Rapid manufacture including FDM, SLA 3D printing, laser cutting, milling
- Fabrication including wood, metals and plastics: hand tooling and specialist machinery
- Model making and product prototyping
- Casting, mould-making and ceramics

- Adobe Creative Suite
- Graphic design and illustration
- Factory spec. high-volume printing, binding and packaging
- Studio photography and digital retouching
- Moving Image, including video editing and production

- Electronics and physical computing including Arduino and Raspberry Pi
- Front-end web development including HTML, CSS and Javascript