



Omar Pasha
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Languages:

Dutch ★★★★★
English ★★★★★
German ★★☆☆☆
Arabic ★★☆☆☆

Skills:

Industrial Design ★★★★★
Interaction Design ★★★★★☆
Footwear Design ★★★★★☆
Accessory Design ★★★★★☆
Automotive Design ★★★★★☆
Concept Art ★★★★★☆

Hand drawing ★★★★★☆
Prototyping ★★★★★☆
Adobe Suite ★★★★★☆
Photoshop ★★★★★
Illustrator ★★★★★☆
InDesign ★★★★★☆
CAD ★★★★★☆

SketchUp ★★★★★☆
SolidWorks ★★★★★☆
Blender ★★★★★☆
Fusion 360 ★★★★★☆
Maya ★★☆☆☆
Alias ★★☆☆☆
Rhinoceros ★★☆☆☆

As an Industrial Design graduate I have a broad experience of coming up with solutions for a wide variety of, sometimes complex, design problems. This does not only make me an experienced designer, but also a widely applicable problem solver.

Over the years I have gained experience in product design, interaction/UX design, automotive design, concept art and footwear and accessory design.

I have a huge personal interest in fashion/footwear, street culture and pop culture. Furthermore, I like to actively be creative, both in a digital and physical environment. I have my own creative studio at home which allows me to develop myself by experimenting and prototyping, and lets me grow as a designer.

PROFESSIONAL EXPERIENCE

Founder/Product Designer

collectabun
April 2021 - Present

A brand that merges art, fashion, pop culture and street culture, with a focus on collectibles and collaborations. Products range from designer toys to clothing.

Footwear & Accessory Designer

ROYAUMS
December 2019 - Present

Responsible for the design of all future products for ROYAUMS, as well as the seasonal colours for upcoming collections, starting from SS21.

Footwear & Accessory Designer

CERO NINE
December 2019 - Present

Responsible for the design of all future products for CERO NINE, as well as the seasonal colours for upcoming collections, starting from SS21.

Founder/Owner/Creative Director

Eastern Pharaoh
September 2010 - April 2021

A (freelance) T-shirt company in which I do not only create and sell T-shirt designs under the Eastern Pharaoh brand, but also print custom T-shirts on demand.

Experience Designer

MMEK'
March 2019 - June 2019

Responsible for ideating, designing, and the technical development of interactive spaces and exhibits and supporting projects throughout the entirety of the process. Projects I worked on include Continium (a science center), The Dutch Dance Experience (an experience center), and a pitch for the Dutch Shoe Museum.

Graduation Student

Guerrilla Games (collaboration)
May 2018 - November 2018

Graduation project, done in collaboration with Guerrilla, in which the Horizon Zero Dawn (Guerrilla's latest video game) experience was translated into merchandise / a physical product.

Concept Art Intern

Guerrilla Games
September 2017 - March 2018

Designer of building-blocks (in-game assets/props, items to build levels with) for Guerrilla's upcoming game: Horizon Forbidden West, the highly anticipated sequel of Horizon Zero Dawn.

Disruptive Innovator

Unilever
March 2017 - July 2017

Assigned to design a new salad dressing experience in a team of six people.

Drawing Specialist

BluLocks
September 2015 - October 2015

Responsible for making the evolution of the BluLocks concept visual, as well as creating some simple graphic representations of the lock's principle.

EDUCATION

Master of Science (MSc.),

Design for Interaction

Delft University of Technology
September 2015 - November 2018

MSc. program that focusses on user centered design, while also elaborating on the knowledge gained from the BSc. Industrial Design Engineering.

Bachelor of Science (BSc.), Industrial Design Engineering

Delft University of Technology
September 2012 - July 2015

Gained experience in a wide variation of software, including most of the Adobe programs and various 3D and coding programs. Also improved my hand drawing skills and developed a critical/analytical way of thinking. Furthermore I got familiar with Delft's appraised methodology.

ADDITIONAL EXPERIENCE

Renault Design Award

Renault
August 2017 - November 2017

Six selected duos were assigned to design both interior and exterior based on one of Renault's life phases. In our case this was the final phase: wisdom. We took a very story and experience heavy approach.

Interpreter (Volunteer)

Gemeente Pijnacker-Nootdorp
October 2015

Voluntary interpreter (Arabic - Dutch) in a temporary refugee shelter.

ADDITIONAL EDUCATION

Exchange, Automotive and Transport Design

Coventry University
September 2016 - February 2017

Got introduced to new software and improved my (automotive) visualisation skills, both in 2D and 3D, both digitally and physically. Had a first shot at automotive clay modeling, and gained hands on experience in a wind tunnel.

Minor, Automotive Design

Delft University of Technology
September 2014 - February 2015

Learned how to design a car based on its package. Also improved hand drawing (with Copic markers among others) and drawing under pressure (speed drawing). This minor included multiple team projects.

VWO Atheneum, Natuur & Techniek

Picasso Lyceum
September 2005 - June 2012

Secondary school on VWO Atheneum level (Secondary Scientific Education) with the Natuur & Techniek (Nature & Technology) profile. This profile includes all scientific subjects (mathematics, physics, and chemistry)