



# Alastair de Papp

3D Industrial and Interaction Design

Industrial designer specializing in hyper-realistic product visualization and surface modeling. Recreating physical samples from scratch in SolidWorks, designing display layouts, and bringing products to life through Keyshot renders and Blender animations.

## EXPERIENCE

### Tzumi Electronics

3D Industrial Designer  
Feb 2023-Current

- Surface-model consumer electronics from concept to production-ready CAD
- Producing photorealistic product and environment renders in Keyshot and Blender
- Creating technical drawings, line art, and die lines for products and retail displays
- Designing pallet and end-cap layouts for in-store merchandising

### Physical Synthesis

Industrial Designer  
Jun-Dec 2023 · Contract

- Designed sound and haptic products for an audio-engineering startup
- Engineered the housing and component enclosure for a handheld self-defense device
- Led human factors and user testing

### Ontel Corporation

Industrial Design Intern  
Jun-Aug 2022

- Concepted and prototyped "As Seen on TV" consumer electronics
- Designed within the cost and tooling constraints of mass manufacturing

### Landau Design

Design Intern  
2021-2022

- Rendered all client and company products in Keyshot
- Produced technical drawings across multiple projects and supported client consultations

## SKILLS

### Software

SolidWorks · Autodesk Fusion · Keyshot · Blender · Figma · Adobe Suite

### AI

Weavy · Higgsfield · Claude · VS Code

### Technical

3D Printing · Woodwork · Plastic Modeling · Material Studies · Soldering · Metalwork

### Abilities

Product R&D · Rapid Prototyping · Materials Analysis · Storyboarding · Project Management · Fluent in French