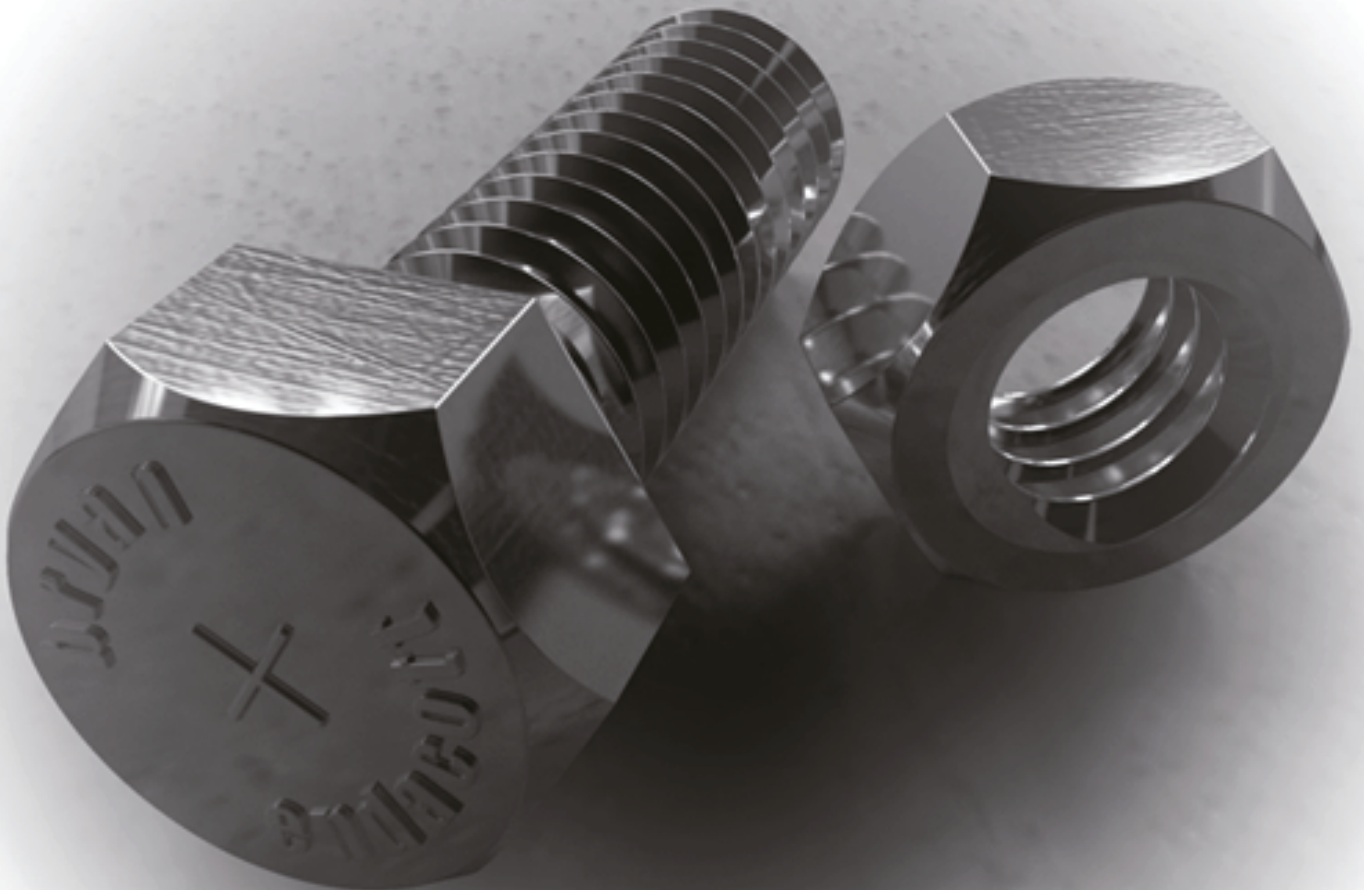


Bryan Endacott

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090-60424791, bryanendacott@hotmail.com



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Education

Bachelor of Arts Degree

2005 - 2006

Product Design 2:1

University of Plymouth

BTEC National Diploma in Art and Design

1990 - 1992

South Devon Technical Community College

Technical Skills

- **Computing** Solidworks - Solid CAM - Catia - Vectorworks - Maya - Max - Zbrush
Mudbox - Rhino - Maxwell Render - Swift 3D - Photoshop - Illustrator
Realflow - InDesign - After Effects - Painter - Flash - Word - Powerpoint
Mac OSX and PC Windows operating systems - Rapid prototyping -
CNC code programing and machining proficient
- **Visualisation** A wide range of traditional drawing techniques - Quick sketch concept
generation - Graphic design - Illustration - Model making skills from
small hand crafted objects to full size working CNC prototypes
- **Language** Conversational Japanese

Work Experience

Intechno (Japan)

Freelance CAD design and Technical Illustrator

Present

Bedwin and the Heartbreakers (Japan)

Freelance Graphic designer and Illustrator

Present

Arthur English School (Japan)

As an English teacher my role was to teach pronunciation, grammar
and conversation to students ranging from 3 to 60 years of age.

2003 - 2005

IMS Supplies (Japan)

A paper manufacturing company producing high quality rolls of carrier
tape for the transportation of micro components Internationally.

1998 - 2003

Process Supplies (England)

As a bicycle courier, I was responsible for the prompt delivery of
photographic goods to the professional industry in central London.

1993 - 1998

Interests

Sport

Since a young age I have always been actively involved in sports. When I was 16 I was a semi professional skateboarder for the brand Vision Street Wear. In recent years I have achieved 2nd Dan in Kendo (the art or Japanese sword fighting), fly and hold a paragliding license, play table tennis often and to date, have run 2 full marathons with my personal best time being 3 hours 22 minutes.

Technology

Design and new technologies are constantly evolving. Learning the latest processes from photo-realistic computer rendering, CNC milling techniques to rapid prototyping is ongoing and a subject that I dedicate most of my spare time to researching and studying. Recently, I have also developed a keen interest in electronics and am currently self-learning this fascinating subject.

Design Work



Concept concrete mixer



Mixer view Illustrating screw principle



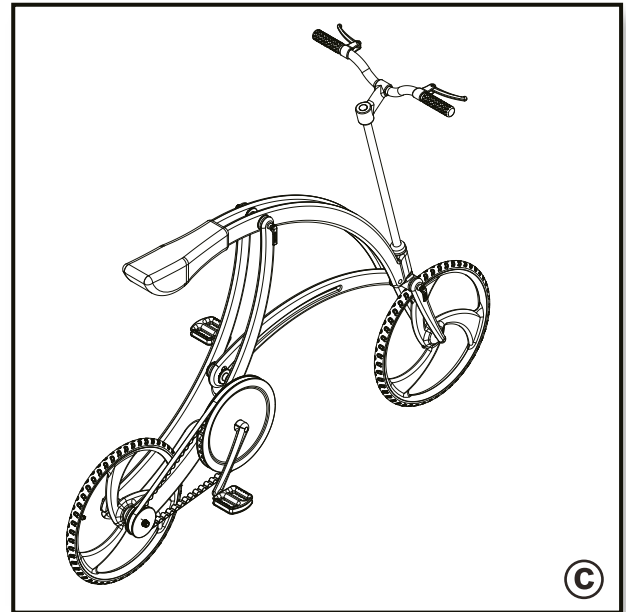
Home plastic waste recycle machine



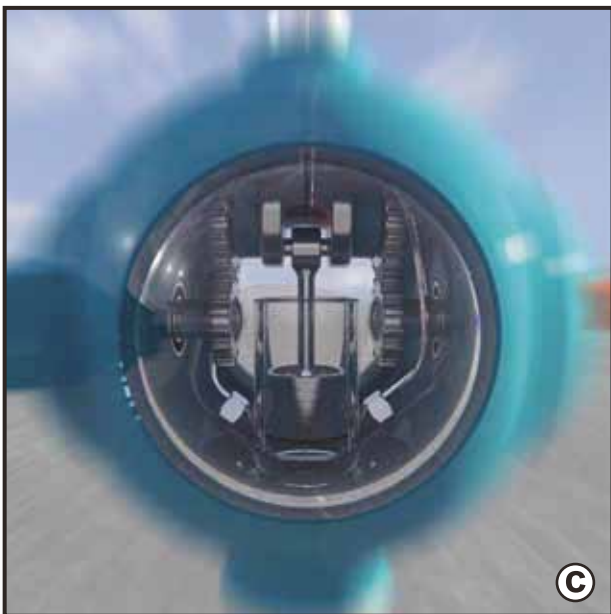
1950's inspired colour range



Belt driven folding bicycle



Schematic diagram of bicycle



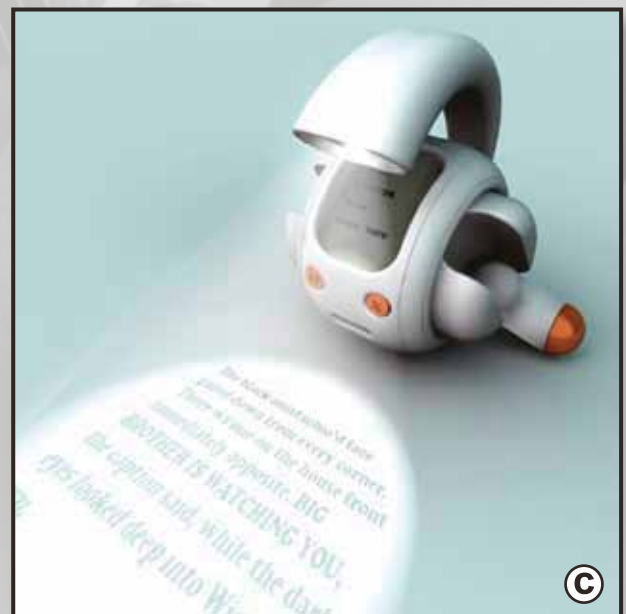
Educational children's water pump



Side view illustrating the mechanism



Pocket wind up book reader



The pocket reader at work



Hand drawn sketch of a Star Annise



Computer rendering of a nut and bolt



Concept mobile phone



Top view illustrating LCD panel



Single handed can opener



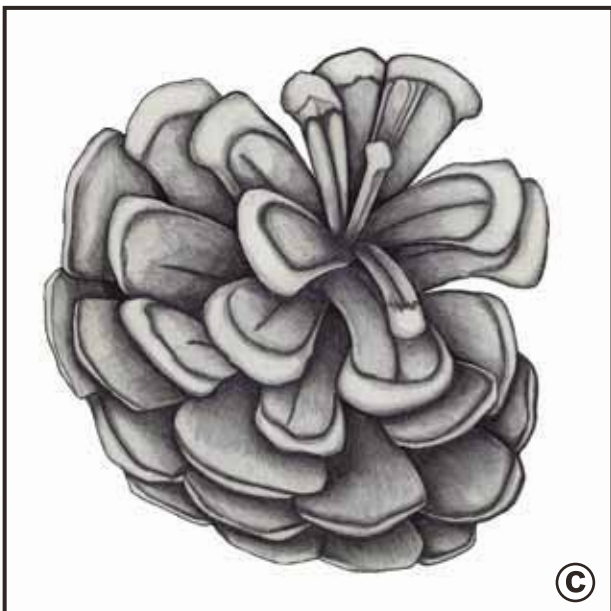
View illustrating ratchet mechanism



NSK skateboard bearing



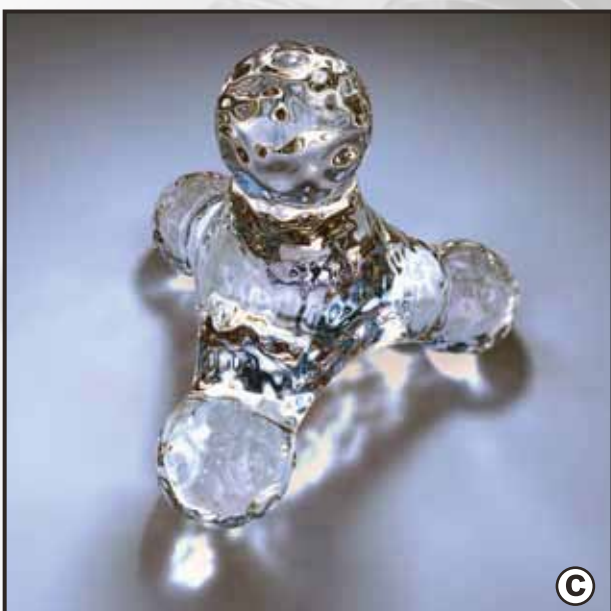
Impossible arrows



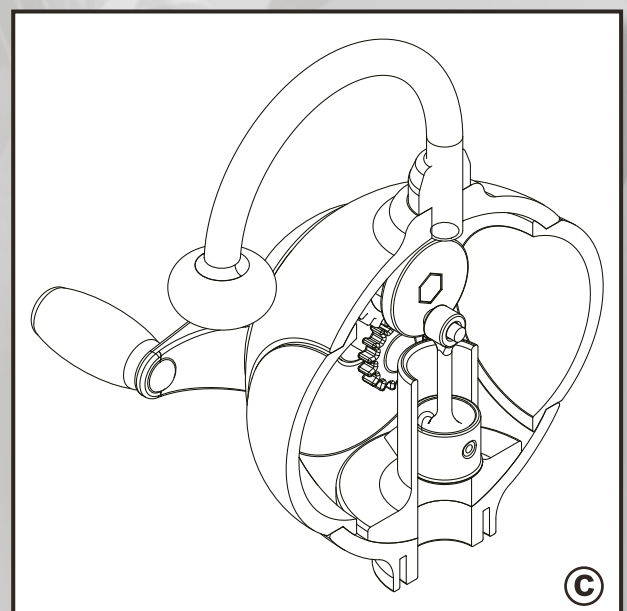
Hand drawn sketch of a pinecone



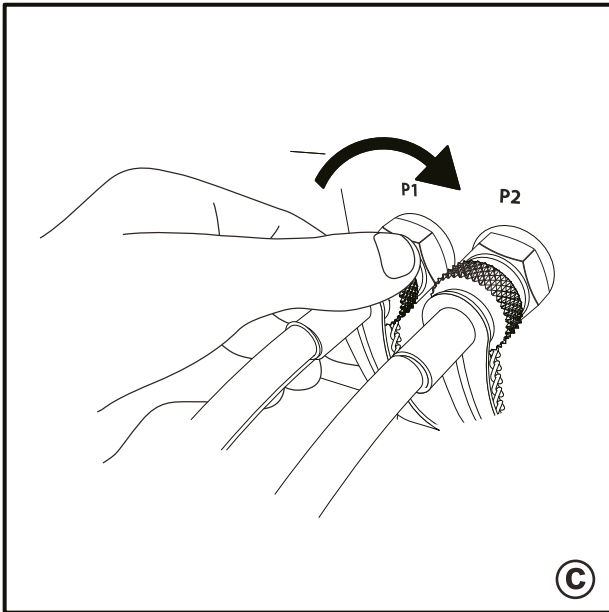
Toy airplane



Water paper weight



Schematic diagram on water pump



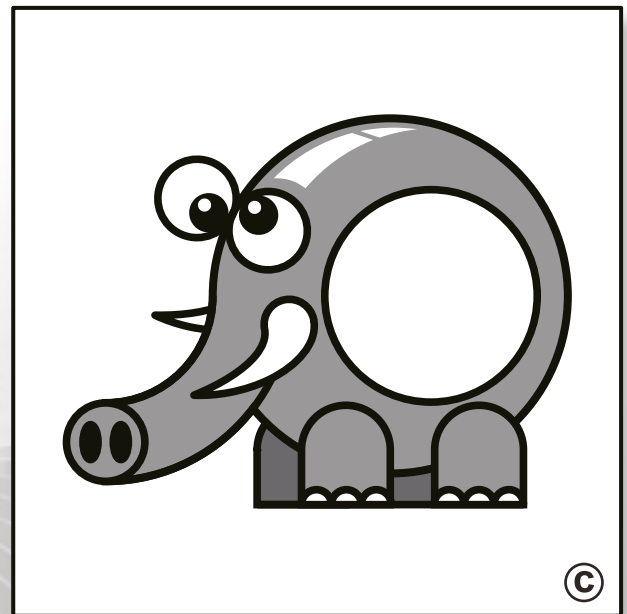
Operation manual Illustration



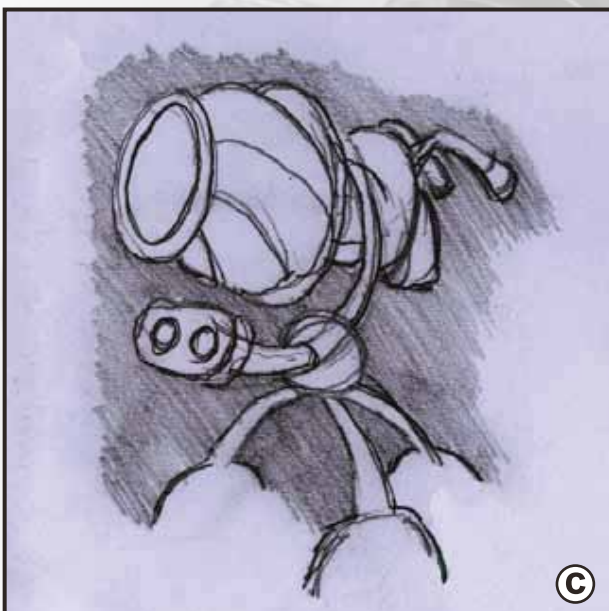
IJC oil company logo



Roller coaster Illustration



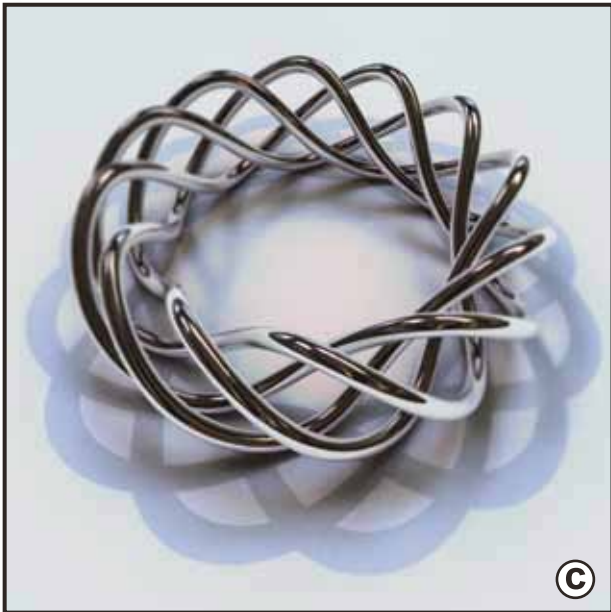
Childrens Alphabet Illustration



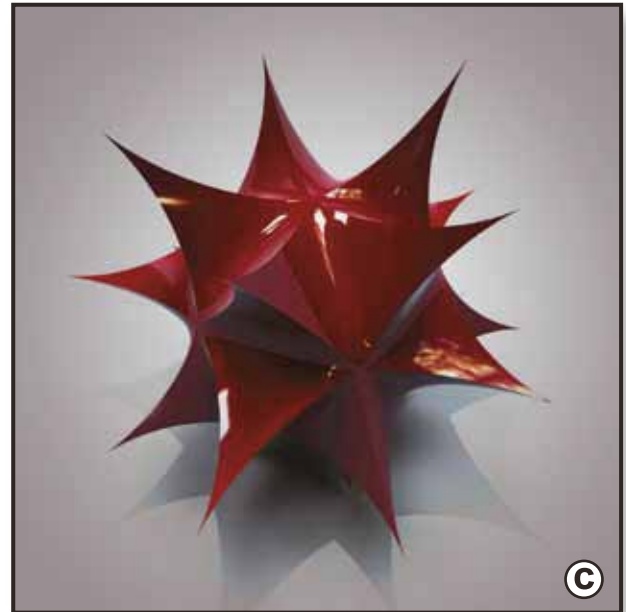
Concept sketch for concrete mixer



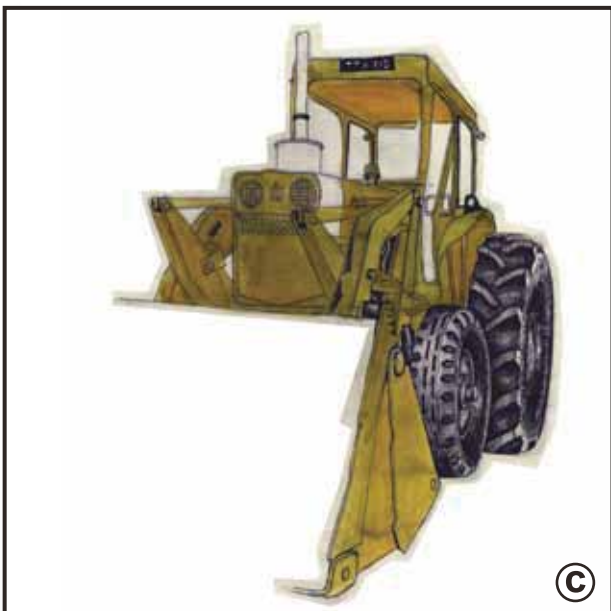
Disco ball copyright logo



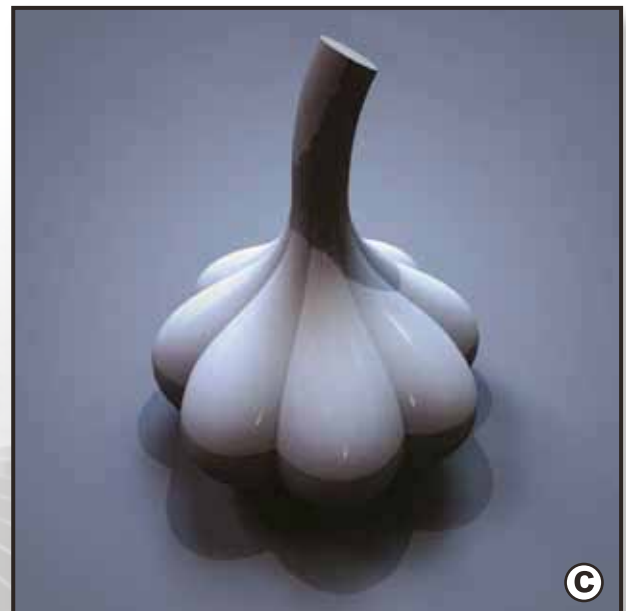
Celtic ring design



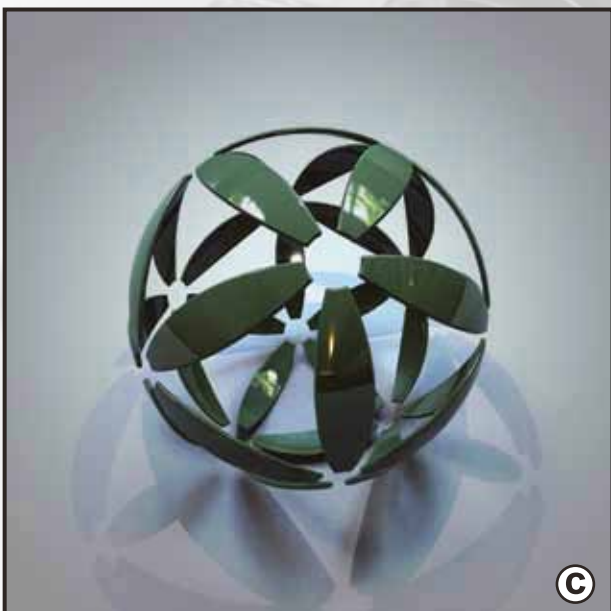
Mathematical Geometry



Hand drawn sketch of digger



Garlic bulb



Mathematical Geometry



Impossible ring