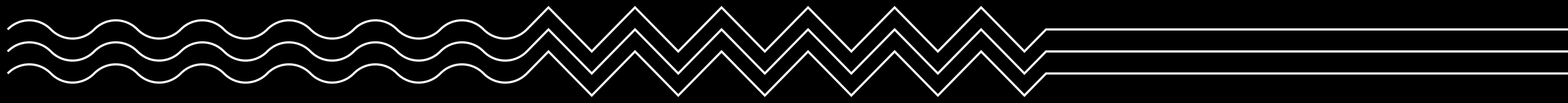
KRZYSZTOF NOWAK

portfolio



KN_D

Hi!

I am a product designer with several years of experience working in the profession.

I graduated with a master's degree from the Academy of Fine Arts in Cracow, at the Faculty of Industrial Design. Some of my student projects have been recognized at design competitions.

During my professional internship, I had the opportunity to participate in projects of different scales at most stages of the process. For this reason, my competencies include planning and conducting a complete and effective design process.

I specialize mainly in the design of physical products, taking into account: defining the design problem, formulating design assumptions, preparing resarch, generating ideas and initial concepts, sketches, rapid prototyping, 3D modeling, considering ergonomics, conducting tests with users and evaluating concepts, as well as preparing visualisation, product presentation and documentation needed for implementation work. I also do graphic design, brand identity and posters.

In design, I like to combine seemingly unrelated information that together create a whole new value. I enjoy it when I can make a positive impact in a given field with a project. When working, I pay a lot of attention to original ideas and concepts that respond to the design problem undertaken. I focus on the usability and functionality of designed objects that respond to the needs of users.

In my free time I am involved in the widely understood outdoors. Mountain hiking, biking, climbing, traveling and spending time close to nature is my passion. In addition, I am interested in new technologies.

I am happy to share this portfolio and invite you to take a look at it.

Enjoy your viewing!

FEEL FREE TO CONTACT ME

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I can...

SKILLS

Soft

_design process

_product design methodology

_creative problem-solving design thinking

_research and research

_project and team management

_communication with the client and conducting project workshops

_effective communication and teamwork

_working under time pressure

_presenting ideas and projects

Technical

_analogue and digital sketching

_3d modelling

_rendering and visualisation

_creation of animations and simulations

_3D printing and CNC

_physical prototyping and mock-up (operation of workshop tools)

_graphic design

_user research, UX and testing

_ergonomic knowledge

TOOLS

2d

_Adobe suite (Photoshop, Illustrator, Indesign, Lightroom)

_Procreate

_Sketchbook

3d

_Blender 3D (modelling, texturing, renders, animation)

_Fusion 360

_Rhino Ceros 3D

Project management

_Google workspace

_Miro

_Notion

_Figma

_Toggl Track

Additional

_Vizcom

_Chat GPT

_Polycam

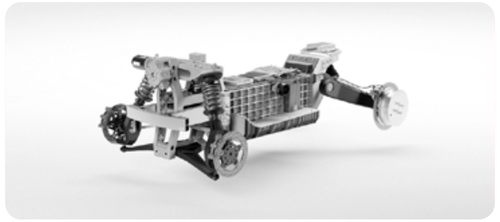
_Team Viewer

Selected projects:

1_eVAN

2_city bus

3_four-wheeler

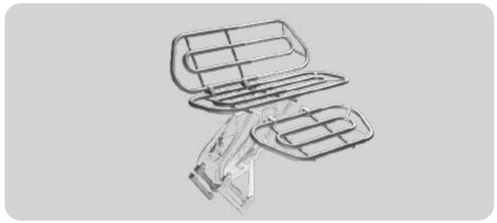


4_safety boots

5_heat pumps

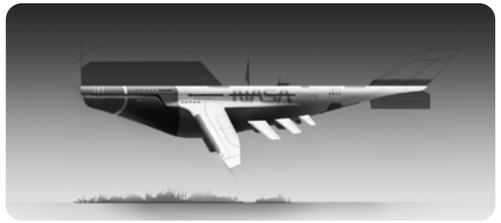
8_bikepacking

9_bike rack

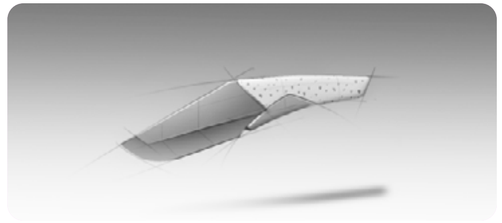


10_headset

11_conceptual sketches



12_conceptual sketches



14_visual identity

13_wine labels

9_366

10_interior visualization

15_product photography

e-van

ELECTRIC VAN PROJECT

2020-2024_EXEON_teamwork
role: resarch, concepts, modelling, prototyping
visualisation, animation, ergonomics, interior design
tools: incl. Blender, Fusion 360, Photoshop

As part of the project for the first all-electric van from Poland, I had a key role in the EXEON team, which supported Innovation AG at every stage of the vehicle's design and engineering

My tasks included the development of a detailed functional and stylistic design for the interior of the vehicle. I was also responsible for preparing visualisations and promotional materials for the vehicle exterior and interior. Above and beyond this, I participated in building a mock-up, which allowed functional and ergonomic tests to be carried out.

During the interior design phase, the main objective was to make the concept a reality by finalising the layout, material selection and features that define the eVAN cabin. The focus was on designing elements such as seating and control interfaces, with an emphasis on functionality, comfort and aesthetics. Based on the results of previous tests, the design was refined to achieve the optimum balance between usable performance and user experience. The choice of advanced materials, for their durability and low weight, allowed the vehicle's range to be increased while giving a contemporary feel to the whole vehicle.

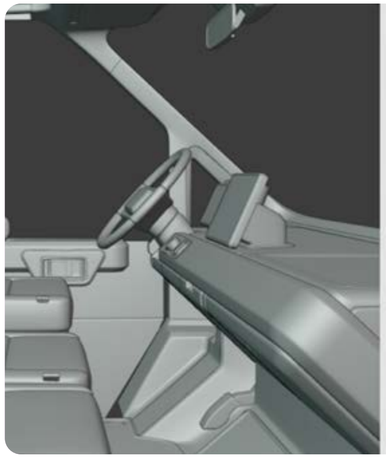
e-van

ELECTRIC VAN PROJECT

2020-2024_EXEON_teamwork
role: resarch, concepts, modelling, prototyping visualisation, animation, ergonomics, interior design
tools: incl. Blender, Fusion 360, Photoshop

<

mock-up construction
and testing



e-van

ELECTRIC VAN PROJECT

2020-2024_EXEON_teamwork
role: resarch, concepts, modelling, prototyping
visualisation, animation, ergonomics, interior design
tools: incl. Blender, Fusion 360, Photoshop

interior
design

e-van

ELECTRIC VAN PROJECT

2020-2024_EXEON_teamwork
role: resarch, concepts, modelling, prototyping
visualisation, animation, ergonomics, interior design
tools: incl. Blender, Fusion 360, Photoshop

interior
moodboard

e-van

ELECTRIC VAN PROJECT

2020-2024_EXEON_teamwork
role: resarch, concepts, modelling, prototyping
visualisation, animation, ergonomics, interior design
tools: incl. Blender, Fusion 360, Photoshop

alternative
bodies

e-van

ELECTRIC VAN PROJECT

2020-2024_EXEON_teamwork
role: resarch, concepts, modelling, prototyping
visualisation, animation, ergonomics, interior design
tools: incl. Blender, Fusion 360, Photoshop

proposal for transporting tourists
in the mountains

e-van

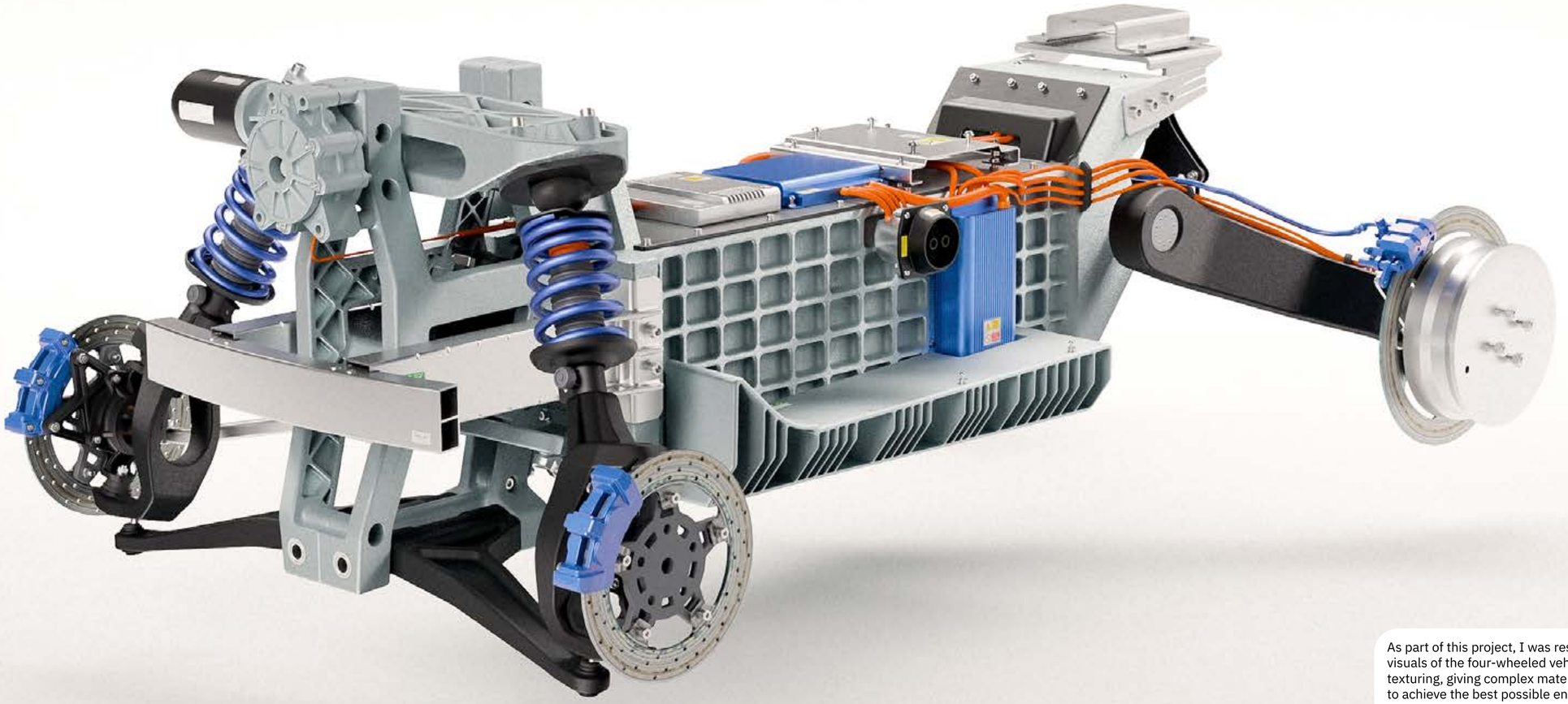
ELECTRIC VAN PROJECT

2020-2024_EXEON_teamwork
role: research, concepts, modelling, prototyping
visualisation, animation, ergonomics, interior design
tools: incl. Blender, Fusion 360, Photoshop

city bus

CONCEPT

2024_EXEON_teamwork
role: conception and refinement
of selected details and visualisations
tools: Blender, Miro, Photoshop



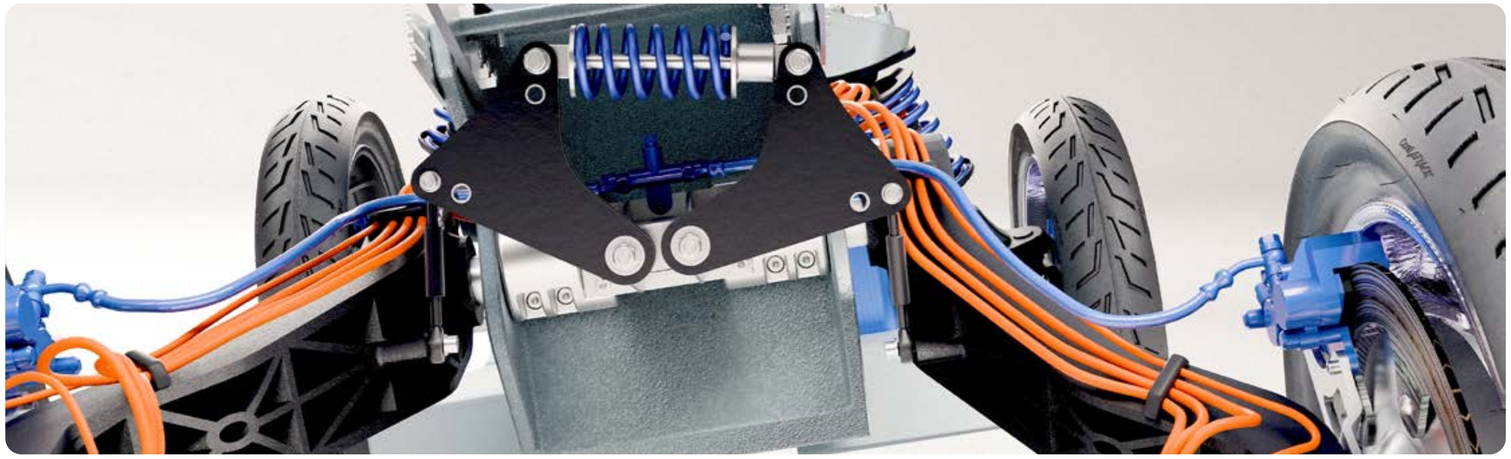
As part of this project, I was responsible for creating realistic visuals of the four-wheeled vehicle, which included advanced texturing, giving complex materials and precise lighting choices to achieve the best possible end result. Using 3D software, I produced a detailed animation that highlighted all aspects of the design and allowed the vehicle to be fully represented in motion. Every stage of the work, from the choice of materials to the final lighting, was carefully considered to create a visualisation that was faithful to the actual look and feel of the vehicle.

four-wheeler

PROJECT PRESENTATION MATERIALS

2024_EXEON_teamwork
role: visualisation, texturing, animation
tools: Blender, Illustrator

stills from animation



four-wheeler

PROJECT PRESENTATION MATERIALS

2024_EXEON_teamwork
role: visualisation, texturing, animation
tools: Blender, Illustrator

concepts for classic technology

concept for 3D weaving technology

safety boots

WORKING BOOTS CONCEPTS

2023_EXEON_teamwork
role: resarch, sketches, concepts, modelling, visualisation
tools: incl. Blender, Miro, Photoshop

the search for form
— sketches

safety boots

WORKING BOOTS CONCEPTS

2023_EXEON_teamwork
role: resarch, sketches, concepts, modelling, visualisation
tools: incl. Blender, Miro, Photoshop

heat pumps

SYLISTIC CONCEPTS FOR HYDRAULIC DEVICES

2023_EXEON_teamwork
role: resarch, sketches, concepts, modelling, visualisation
tools: incl. Blender, Miro, Photoshop

bikepacking

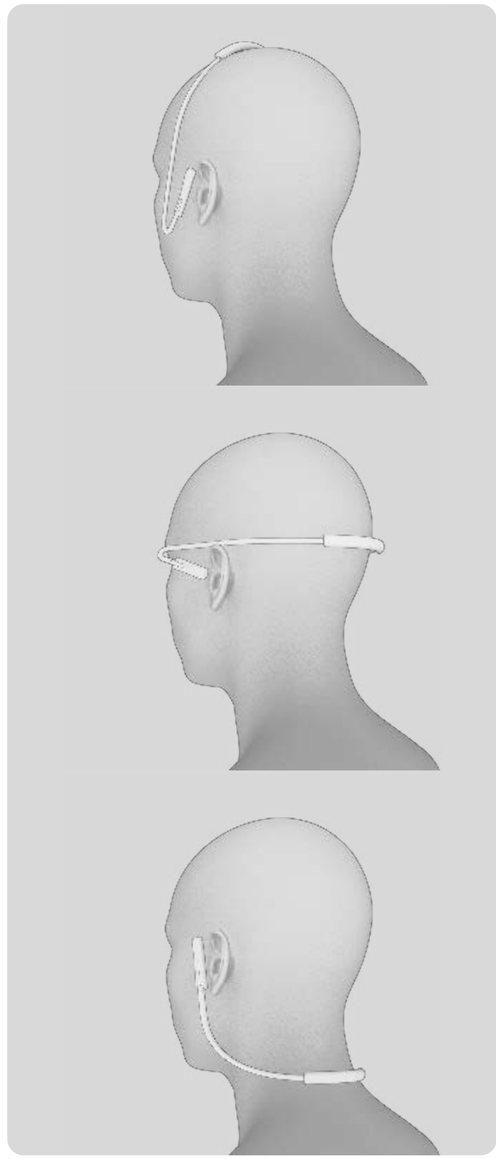
DESIGN OF A SET OF BICYCLE BAGS

2020_EXEON_teamwork
role: to carry out a comprehensive design process, including all elements of
tools: incl. Blender, Fusion 360, Miro, Photoshop, Illustrator, InDesign

bike rack

DESIGN OF A FOLDING BIKE RACK

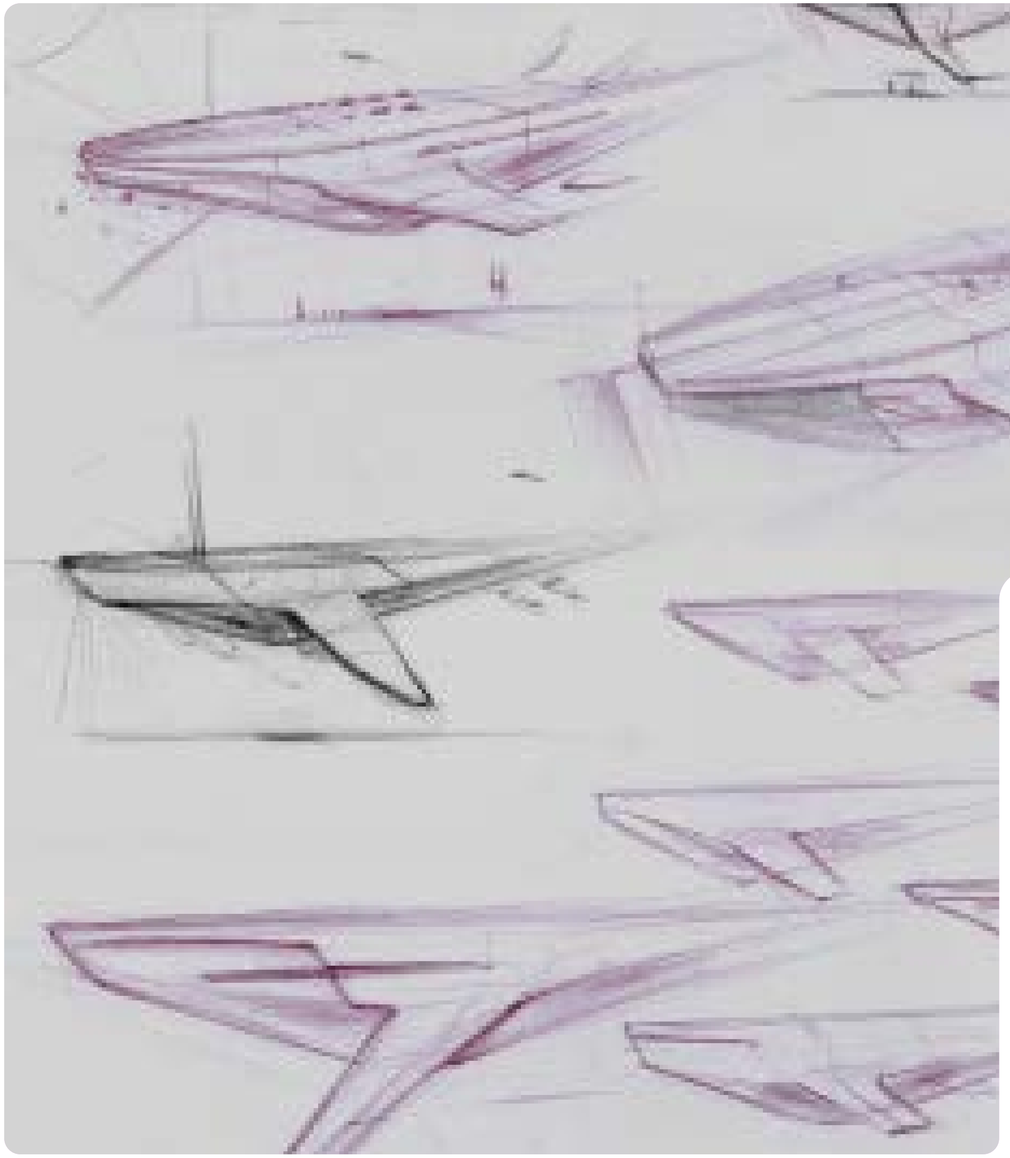
2020_ACADEMY_bachelor thesis
role: to carry out a comprehensive design process, including all elements of
tools: incl. Blender, Fusion 360, Miro, Photoshop, Illustrator, InDesign, workshop tools



GID

DESIGN OF A BONE HEADSET AND SYSTEM TO SUPPORT THE ORIENTATION OF VISUALLY IMPAIRED PEOPLE

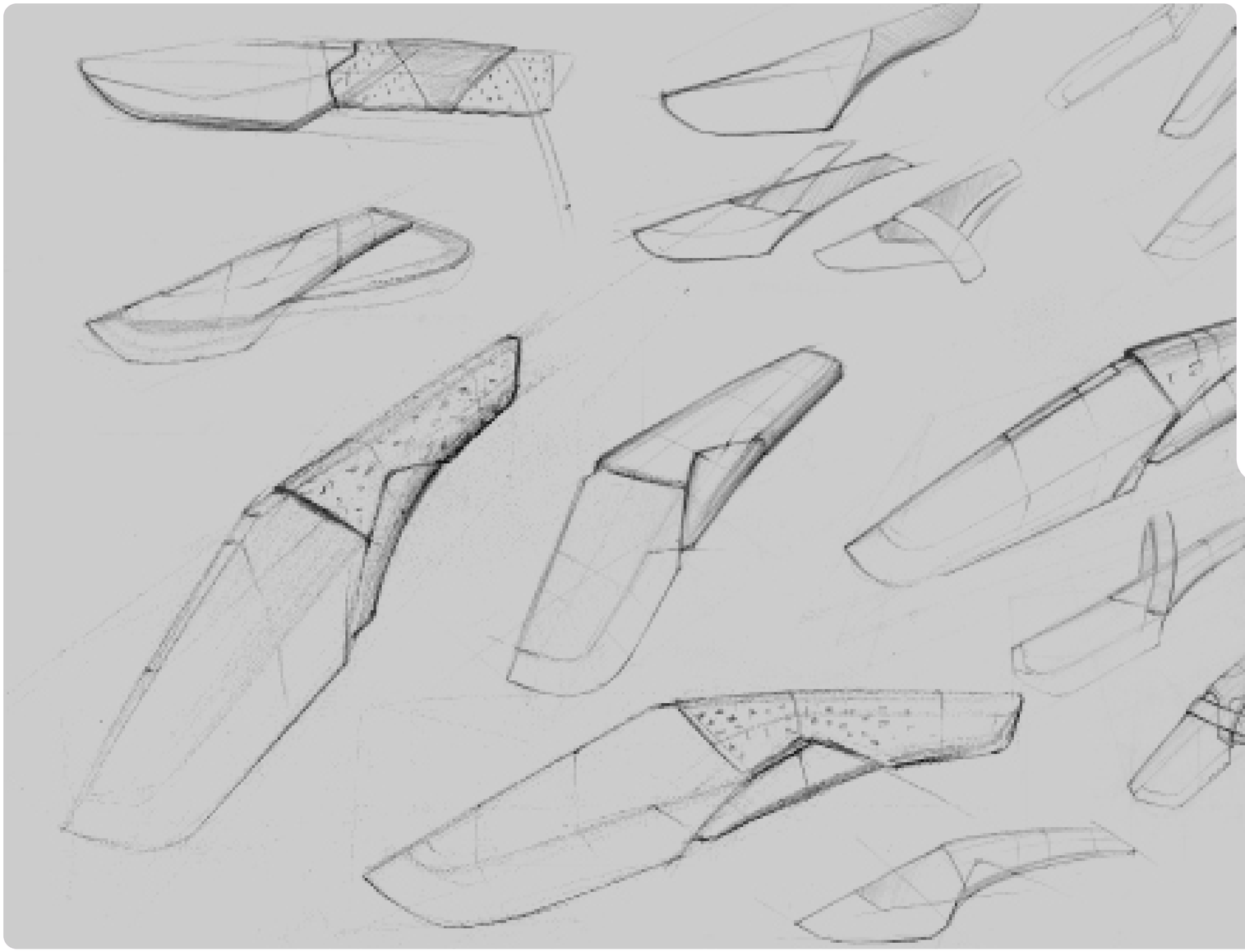
2020_ACADEMY_semester project, team project
role: to carry out a comprehensive design process, including all elements of
tools: m.in. Fusion 360, Blender, Miro, Photoshop, Illustrator, InDesign

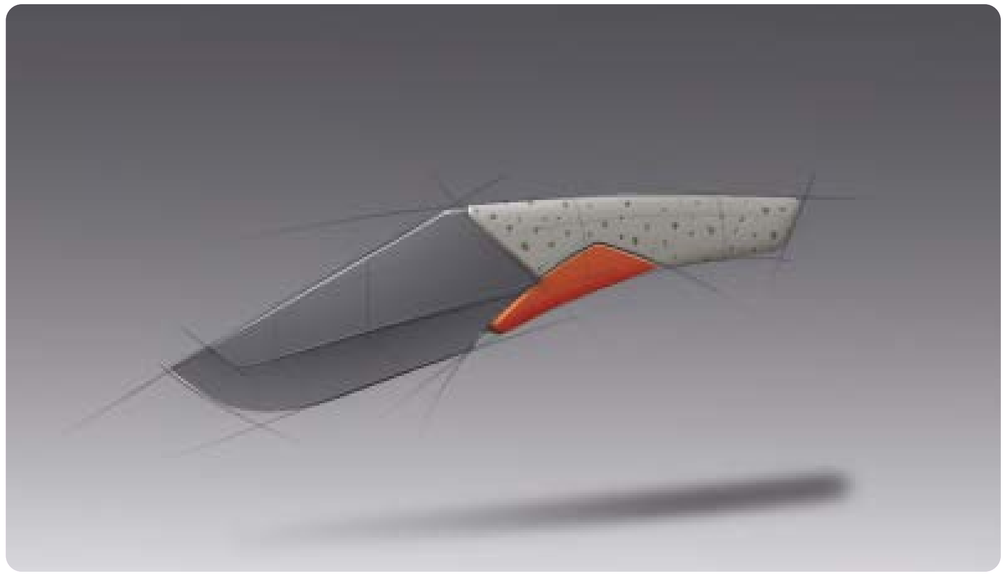


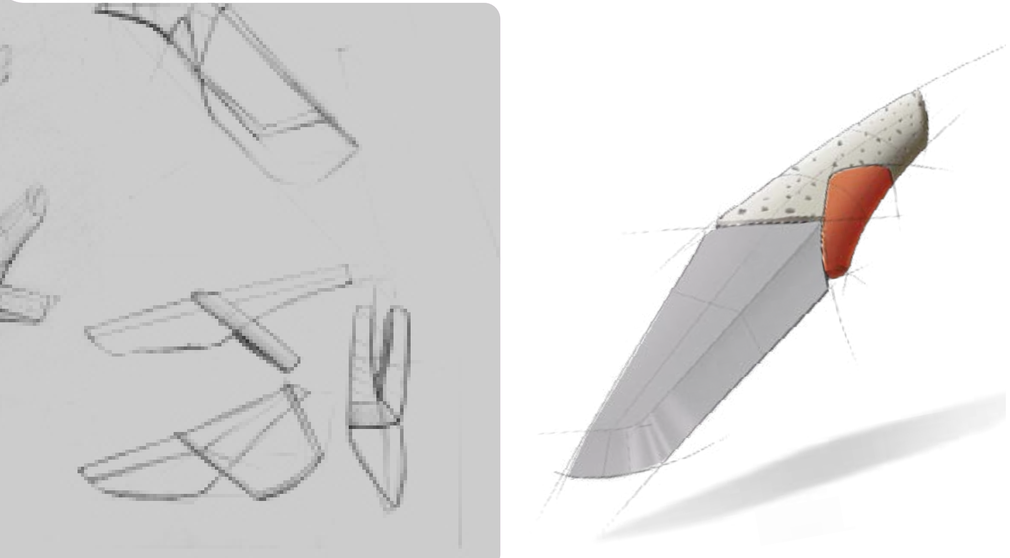
conceptual sketches

OXYGEN PRODUCTION ON MARS

2022_ACADEMY_semester project
role: resarch, sketches, post-production
tools: incl. kredka, Miro, Photoshop







conceptual sketches

KNIFE INSPIRED BY NIKE BRAND STYLING

2022_ACADEMY_semester project
role: resarch, sketches, post-production
tools: incl. kredka, Miro, Photoshop

Tatra Museum

VISUAL IDENTITY CONCEPT FOR THE MUSEUM

2019_ACADEMY_semester project
role: to carry out a comprehensive visual identity design
tools: Photoshop, Illustrator, InDesign

wine labels

CONCEPT FOR LABELS PROMOTING THE LOCAL REGION

2022_ACADEMY_semester project
role: resarch, sketches, concepts, prepress, visualisation
tools: Illustrator, Photoshop, Blender

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3D MODEL AND VISUALISATIONS OF THE JOZEF CHIEROWSKI ARMCHAIR

2024_own project
role: modelling, texturing, visualisation
tools: Blender

interior visualisation

USING OUR OWN ARMCHAIR AND SOFA MODELS

2024_own project
role: modelling, texturing, visualisation
tools: Blender

interior visualisation

USING OUR OWN ARMCHAIR AND SOFA MODELS

2024_own project
role: modelling, texturing, visualisation
tools: Blender

product photography

STILL LIFE — GLASS AND METAL

2023_ACADEMY_semester project
role: preparation of inspiration, composition arrangement, photography, post-production
tools: Miro, camera, Lightroom, Photoshop

Thank you

FOR YOUR TIME

FEEL FREE TO CONTACT ME

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krzysztof.nowak.design@gmail.com

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