Joel Danson

Industrial design engineer

Good-oriented and creative, with experience in CAD, visualization and product design.

Hi!

My name is Joel Danson, and I recently studied my Bachelor of Science degree in industrial design engineering from LTU. I enjoy seeing my ideas take form and being able to create things that I can touch. I enjoy playing sports like football, beach volleyball and floorball. I also like to spend time in nature, in environments where knowledge is shared among people. I am always looking for something to learn and I hope we will be in touch!



Contact: joeldanson@gmail.com

Education

Luleå University of Technology
2021 - 2023
BSc industrial design engineering
Lund University
2019 - 2021
Basic year of civil engineering, mechanical engineering, mathematics, physics
Boden high school
2016 - 2019
Technology programme
Mathematics, physics, programming, entrepreneurship, maths and physics.

Experience

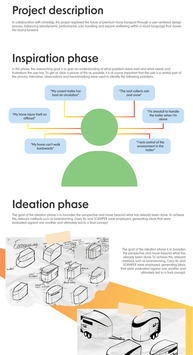
Thesis project
Jan 2023 - May 2023
Developed a hose holder concept for the Swedish company Uponor. The project included the entire design process, from market research to prototyping and testing. Finished concept "Hosepod" was developed in Solidworks (prevalidation, developed by CAD engineers at Uponor). Place interaction about this project can be found in my portfolio.

Skills

Digital skills
Autodesk Fusion | Autodesk CFD | Siemens NX | Photoshop | Illustrator | Microsoft Standard Pack
Other skills
Basic knowledge in coding | Good communication skills | Problem solving
Languages: Swedish (native), English (fluent), Japanese (beginner)

Projects

Thesis project | School project | Personal project



Project description

In collaboration with Uponow, this project explored the future of premium hose transport through a user-centered design process. The concept simultaneously performances, solo handling and improve wellbeing within a round language that mimics the natural flowing.

Inspiration phase

In the process, the current market was analyzed, and existing of wheel problem areas were and what needs and requirements that the product should fulfill. Through a survey, 5 in 6 of survey respondent find the sun is a central part of the process. Interviews, observations and benchmarking were used to identify the following problems.



Ideation phase

The goal of the ideation phase is to broaden the perspective and move beyond what has already been done. To achieve this, relevant functions were identified and divided into different categories. Each category was brainstormed, generating ideas that ultimately led to a final concept.

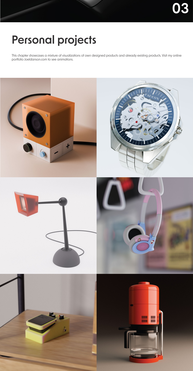


Iteration phase

The iteration phase involves creating a final concept. This is done using the user needs in combination with the results from the ideation phase. Sketches, 3D models and CAD are used to visualize the concept and to test and evaluate different features. Fusion 360 was used to perform multiple weld-linked tests, which helped through a series of iterations, to develop a more aerodynamic design.







Brief

Uponow along with a local Swedish brand Nuomatic, a 3D printed room divided was designed. The modular design invites exploration and offers a unique look in every balcony. The modules also offer a unique way of storage and display, while adding an interesting lighting aspect. The two in group project team meet the role of project leader.

Inspiration phase

The goal of the brief was to discover functions and problems for the different stakeholders. The functions were used to define the user needs.

User Functions
- Movement distractions
- Unpleasant appearance

Assembly personnel
- Complicated assembly
- Many different hose diameters

Purchase Functions
- Poor quality division
- Hard to match color of hose

Concept development

Personal projects

The chapter showcases a mixture of visualizations of own designed products and already existing products. Not my online portfolio (cadtimmon.com to see animations.