

Wilco Soetman

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EMPLOYMENT

2014 - 2018

MINIWIZ

Product Design Engineer

General responsibilities providing design and engineering skills for the development and representation of products. Including 3D modeling, material engineering, strength calculations, manual mockup and prototype building and visual renderings both 2D and 3D.

2017

PENTATONIC

Product Design Engineer

A six months exchange bearing general responsibilities providing design and engineering skills for the development and representation of products. Including 3D modeling, material engineering, strength calculations and visual renderings both 2D and 3D.

2014

Pilotfish

Product Design Engineer

A five month long internship for my graduation thesis. Covering fully detailed market research, usage research, various concept inceptions and eventual prototyping of a Sous-Vide cooking device.

2012-2013

25togo

Product Design Engineer

A six months internship carrying general designer responsibilities such as product idea conception and development of product ideas into concept stages.

2012

Toro-Asia

Product Design Engineer

A six months internship exploring the development of a concept of a portable e-wallet device, from idea inception to early prototyping phase.

PERSONAL

Marital Status:

Single

Date of Birth:

September 29th 1990

Nationality:

Dutch

Languages:

English (fluent)

Dutch (fluent)

Chinese (very basic)

EDUCATION

2008 - 2014	<i>Graduated with a Bachelors of Science in Industrial Product Design Engineering at Saxion University in Enschede, the Netherlands</i>
Feb 2013 - July 2013	<i>Minor in Industrial Product Design Engineering at Saxion University in Enschede, the Netherlands</i>
2003 - 2008	<i>Havo (school of higher general secondary education) at Bonhoeffer</i>

SKILLS

Softwares	<i>Adobe illustrator, Photoshop, Solidworks, Keyshot, Logic Pro, MAC OS, Windows OS.</i>
Familiar with	<i>Final Element Analysis (FEA), material properties, production methods, basic structural engineering, Graphic design, Packaging design, Solidworks Simulation, Marketing basics.</i>
Strengths	<i>Rendering/animations, UI Design, Photography, Good at physical mockup and prototype building, overall handyman. Brainstorming and discussing. Critical observations and out of the box thinking.</i>