

Portfolio 2023 |

Industrial & Product Designer

Angie Uessler Cala



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Angie Uessler Cala

Industrial & Product designer

Colombian industrial & Product designer who graduated as an honored student in industrial design from Jorge Tadeo Lozano University in 2018 who received a scholarship of excellence in 2017 and obtained a meritorious thesis as an undergraduate project. With two master's degrees in digital product modeling at the Escuela Superior de Design Barcelona 2018-2020 and a master's degree in Industrial Design at the Scuola Politecnica di Design Milan 2020.

With Experience in the creation of functional prototypes and usability of materials, tools, CAD software, 3D printing, and Laser cut.

Considering herself a passionate person in what she does, constantly learning, always being a curious person which has brought her a better way to understand the challenges and to find a way to solve them.

Her design methodology is based on research and solutions that satisfy the users and a wide taste in social, interactive, and product design with no limitations, challenges are part of her motivation to grow as a professional each day.



Origin: Bogotá- Colombia
Birth: June 11- 1996 (27 years old)
Residence: Rome- Italy
Type of permit: Work permit
Currently based: Bogotá- Colombia

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EDUCATION

- 2023 Course in Bio-3d print focused on health field.
Universidad de los Andes
Oct 2023-On going
- 2021 Course in UX/UI Design
CoderHouse
May 2021-August 2021
- 2019-2020 Master degree in Industrial Design
Scuola Politecnica di Design SPD Milan
October 2019-December 2020
- 2018-2020 Master degree in Digital product modelling
Escuela superior de diseño Barcelona
October 2018-January 2020
- 2018 Bachelor degree in Industrial Design
Universidad Jorge Tadeo Lozano Bogotá
January 2014 - August 2018
- 2013 International Academic English Year.
Education First Atlanta
January 2013-December 2013

EXPERIENCE

- 2021-on going 3D modeler, pouring moulds, Rendering and 3D printing
Participation in Dowan global designer program.
Freelancer
May 2021-Ongoing
- 2021-2023 Product & industrial designer , CMF , Rendering and 3D artist.
Fuksas Architects
December 2021-January 2023
- 2020 Product designer Intern
Studio Marco Merendi
September 2020-December 2020
- 2019 Creation of multiple projects, pouring moulds, 3D printing.
Freelancer
February 2019-October2019
- 2017-2018 One year as a Professional industrial designer Intern
Development and creation of tools focused on the agricultural sector
Casablanca S.A.S
August 2017-August 2018

SOFTWARES

- Adv. Rhinoceros + Vray
- Adv. Solidworks
- Adv. Keyshot
- Adv. Fusion 360
- Adv. 3dmax + Vray
- Adv. Illustrator
- Adv. Photoshop
- Adv. Premiere
- Adv. Cura
- Int. Figma
- Int. Indesign
- Int. Blender
- Int. Cinema4D
- Int. sketch up + Vray

MATERIALS & TOOLS

- Ceramic-Pottery
- Plaster Molds
- 3D Print
- Concrete
- Silicon Molds
- Resin- Epoxy, Polyester, Flexible
- Fiber- glass, kevlar
- Inox Steel
- Jig saw
- Motortool
- Emery Machine
- Circular Saw
- Steel
- Soldering- MIG, TIG,Spot, Electric

LANGUAGES

- Native Spanish
- C1 English
- B2 Italian
- A1 Chinese

HOBIES

- Climbing
- Soccer
- Rolling Skate
- Downhill

Contents

Projects

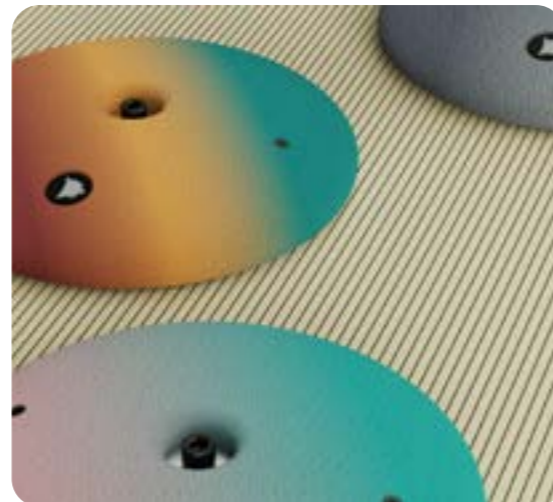
01. Diaframma lamp 1.6

Project type Workshop Design at SPD for TSH
Date 2020



02. Climbing wall

Project type Personal Project
Date 2019



03. Gummy Box Dispenser

Project type Freelance work
Date 2019



04. Astro Lamp

Project type Poetic project design
Date 2022



05. CT- Set Design

Project type Personal Project
Date 2020-2021



06. H-chair

Project type Tribute Design
Date 2021





Diaframma lamp 1.6



Winners at ISOLA DESIGN AWARDS - Smart living & mobility design 2021

LINK: <https://isola.design/Designer-Projects-Diaframma-Lamp-16>

Exhibited at Milan design week 2021.

As an activity for the workshop on product design was asked to design a bedside lamp table for **The student Hotel** a leading brand in hospitality with a major customer; students, with several locations in Europe, founded in 2006.

we created a lamp taking into account the aspects and identity that TSH offers for the rooms of the student's residences.

We did a context analysis where we took as the main objective to create a way to model the light with the intensity of brightness and turning it into a direct medium or diffused light according to the user's needs

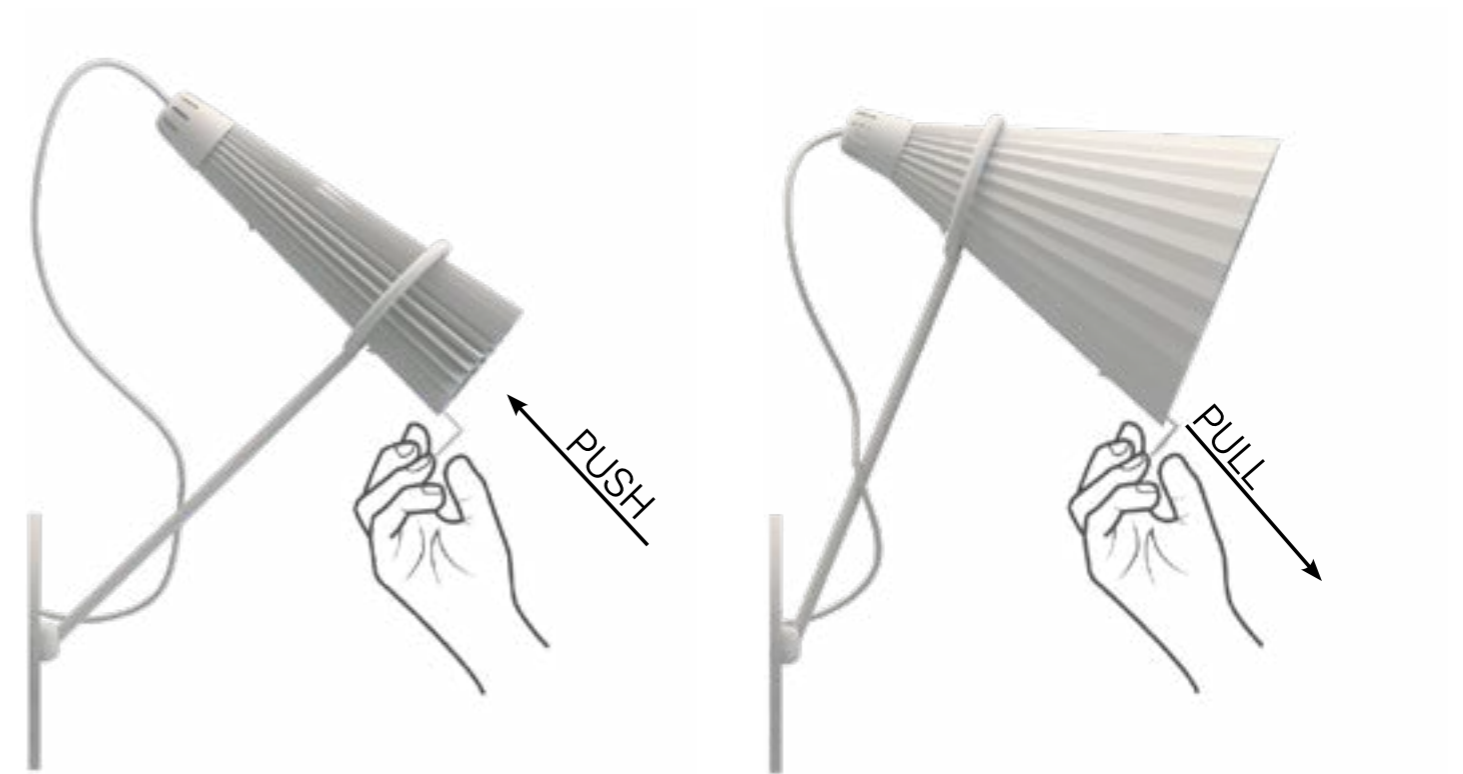
Project type	Workshop Design at SPD for TSH
Date	2020
Duration	2 weeks
Process	Finished, not manufactured

Diaframma lamp 1.6

First Ideas + Sketches



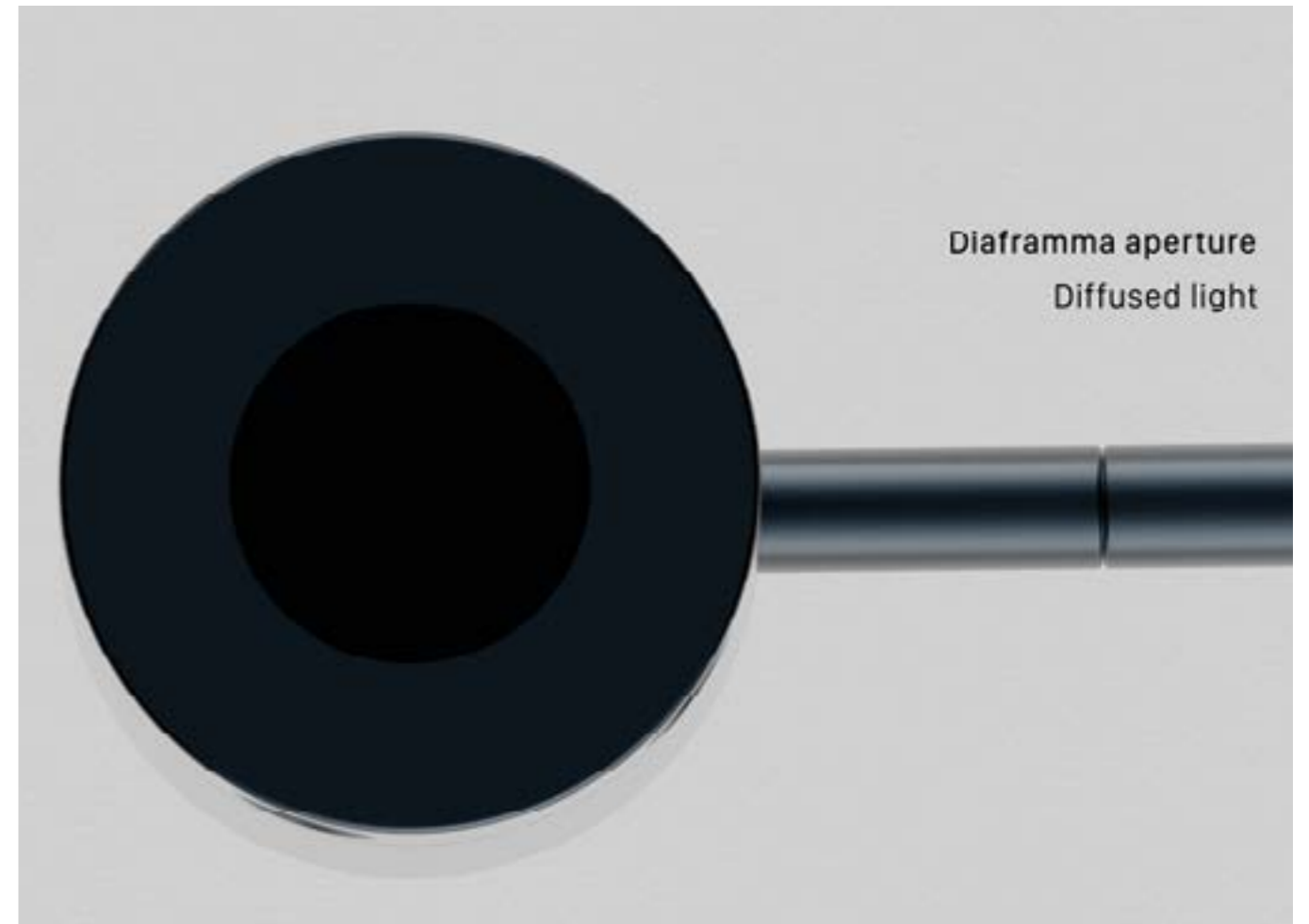
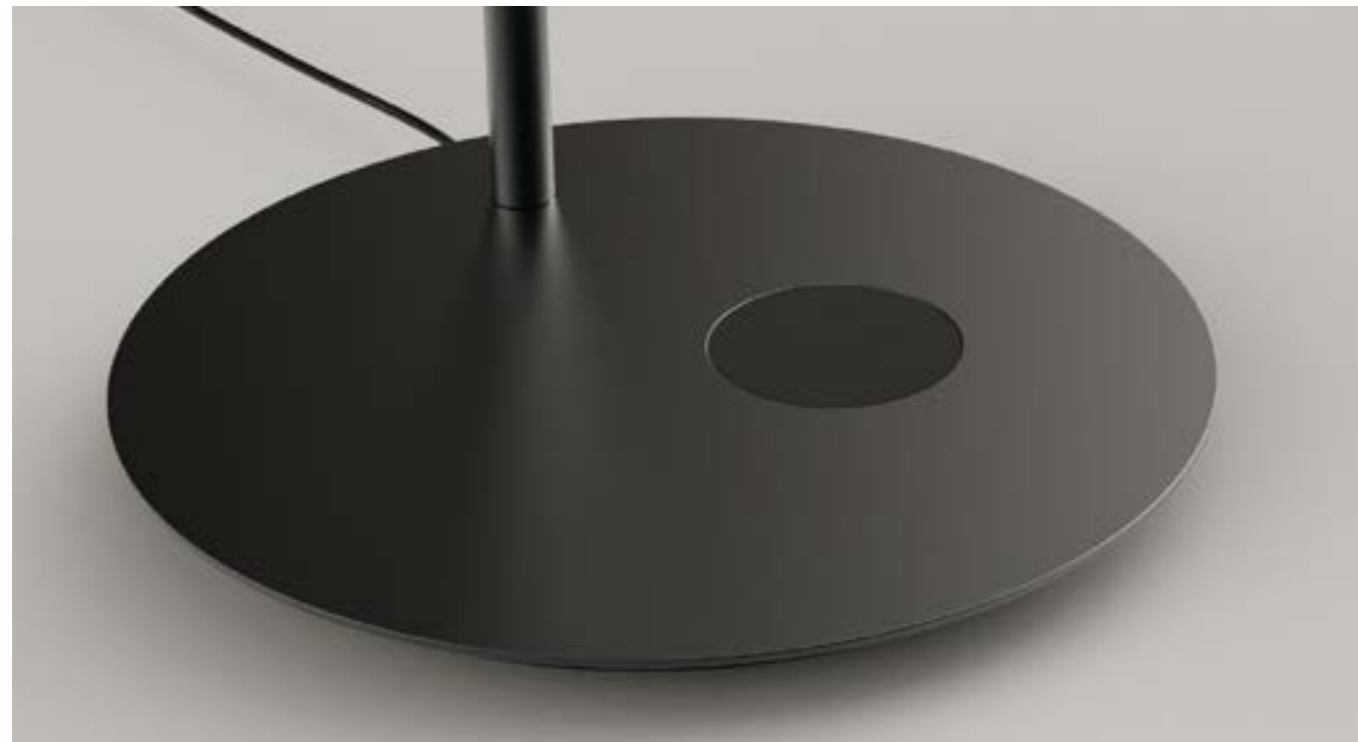
For the main ideas, we were trying to find a way to make the light direct and diffused, in a way that the user could control it by turning or moving the shade aperture. We thought in a cone shape with some accordion blends that could make the shape open wider to make it diffuse, or to be in a closed point so the light could be direct. The way of opening and closing were gonna make the material's life reduce 60% faster. For this reason we decided to change the shape but to keep the concept.



Diaframma lamp 1.6

Aperture diaframma + Details

The aperture mechanism has 6 blades that open and close when it is rotated, modeling the light in a way that the user could use the lamp as the way he needs. we also thought about the needs of the users and the space of the bedside table, and we found an adding value to the Diaframma Lamp 1.6, a wireless charger so the students could place the phone on the Lamp base and charge it simultaneously. For the grips, we thought something clean and continuous that could follow the identity of **TSH** but also to give a better atmosphere in the place and a nicer lighting.



Diaframma lamp 1.6

Rotational Grips + Angles



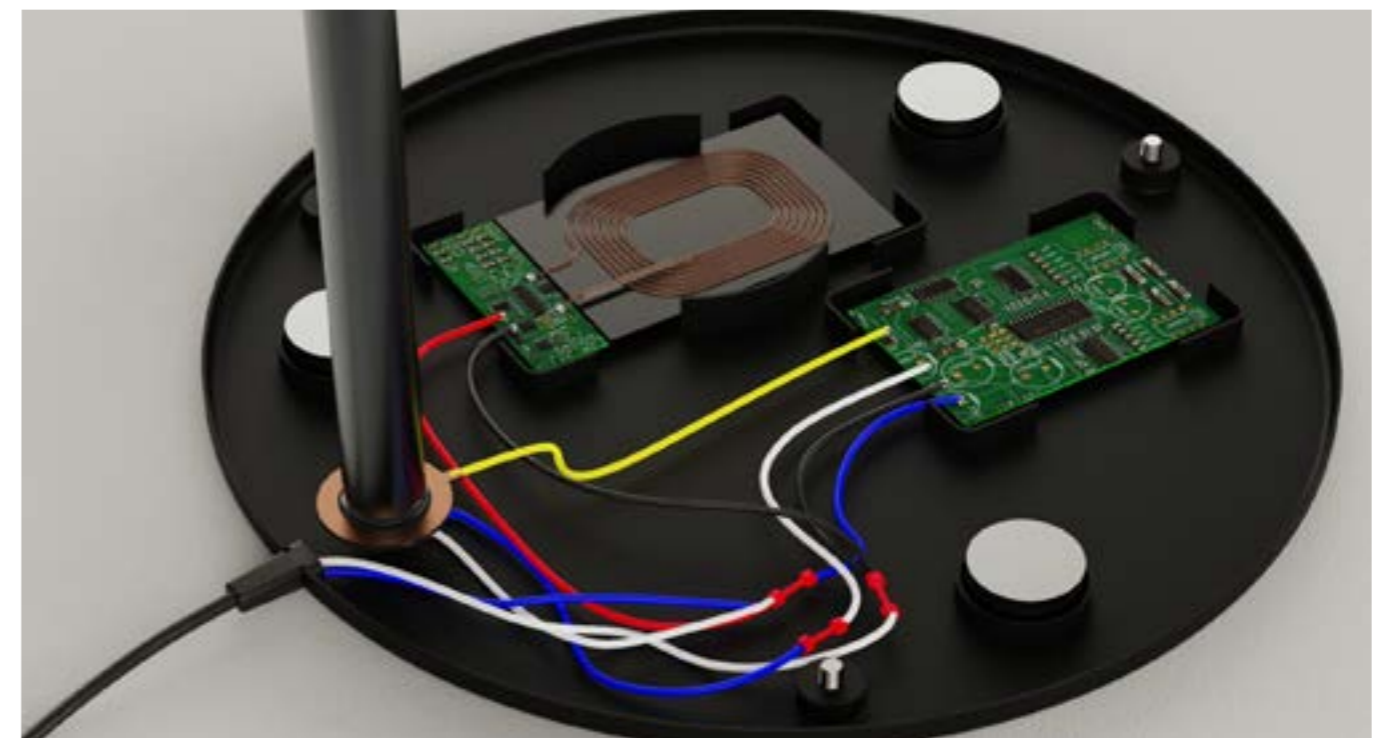
For the rotational grips, we wanted for the user to be able to move it and rotate it to create different atmospheres with the lamp in a way that he could also light up the ceiling and create a brighter space the vertical rotation is for 300° and the horizontal rotation for 130°. each axis contains an internal snap that keeps the rotation in place and steady.



Diaframma lamp 1.6

Internal components + Base details

To turn on the lamp, we added a Triac sensor touch, which can be on/off or increase the intensity of the light by touching the metallic base, for this we also made a different material dot placed on the right side of the base to set the IQ charger wireless point, it will let the user know that his phone should be placed on that dot to have a closer connection to the IQ.



Diaframma lamp 1.6

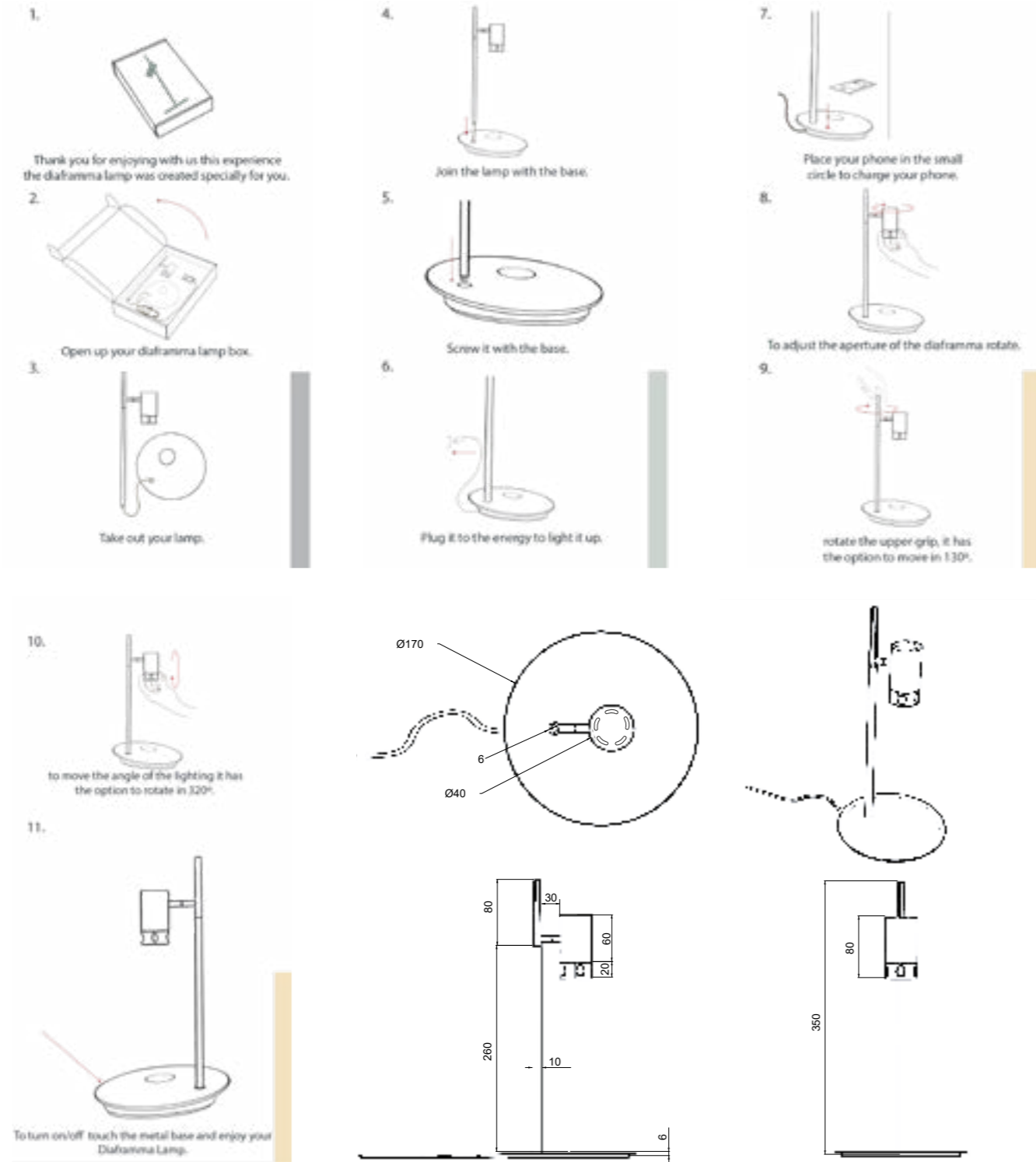
Diffused, medium and directlight aperture +intensity

The user can decide the way he wants to use it, ignite the room, or make it more private for studying/reading. graduatable intensity of brightness with a warm white light for the night as it is regulated for rooms and small places that requires more tranquility.



Diaframma lamp 1.6

Instructions + Blue prints + Packaging



The Diaframma lamp can also be acquired by anyone who would like to ignite their space with the Diaframma lamp. we created a delicate packaging where the lamp goes in a very secure way, provided with instructions to let the user know how to assemble the lamp axis with the base and enjoy it. Colors of the lamp NCS: S 4010 - G10Y, S 8005 - R80B, S 0580 - Y



Diaframma lamp 1.6

Isola Design awards + Design week

Winners of the category of Smart living and mobility at the Isola Design Awards first edition, on July 23rd, 2021, participating also during Milano design week at fondazione kenta, located in Via filippo sasseti, 31 at Sogni exhibition located in the second floor.







Climbing Wall

As a personal project, I wanted to create a climbing wall at home, to train more in my twin job, I made the climbing holds with a different kind of grips to increase the level of difficulty giving it an Identity logo Called Staigen Climbing holds.

Project type	Personal Project
Date	2019
Duration	Two weeks
Process	Finished and Manufactured

Climbing Wall

Climbing holds + Molds

I created a total of 42 different designs of climbing holds with the molds, getting three copies of each one to fill the climbing wall. Also, I made copies for the bouldering gym where I was training. The climbing hold were done with epoxy resin, flexible resin, and polyester resin, depending on the size of each one I added fiberglass to make them more resistant.



Climbing Wall

Making process + Angles + Joints

The measurements of the space were taken for the creation of the Climbing wall, the materials used were pine slats and triplex of 25mm. I made iron angles of 5 mm to make the joints of the slats to the house wall. the inclination of the climbing wall is 20° to increase the difficult for training.



Climbing wall

Climbing holds + Clients



Months later a family contacted me to make a climbing wall for their children, I made the climbing holds personalized with the colors and tones they chose and the types of grips they wanted for the children to develop more their gross and fine motor skills.







Gummy Box dispenser

Gummy box is a company focused on the production of fun, aimed at children, young people and adults who love sweets.

Project type	Freelance work
Date	2019
Duration	3 weeks
Process	Finished and manufactured

Gummy Box Dispenser

Objective + Client

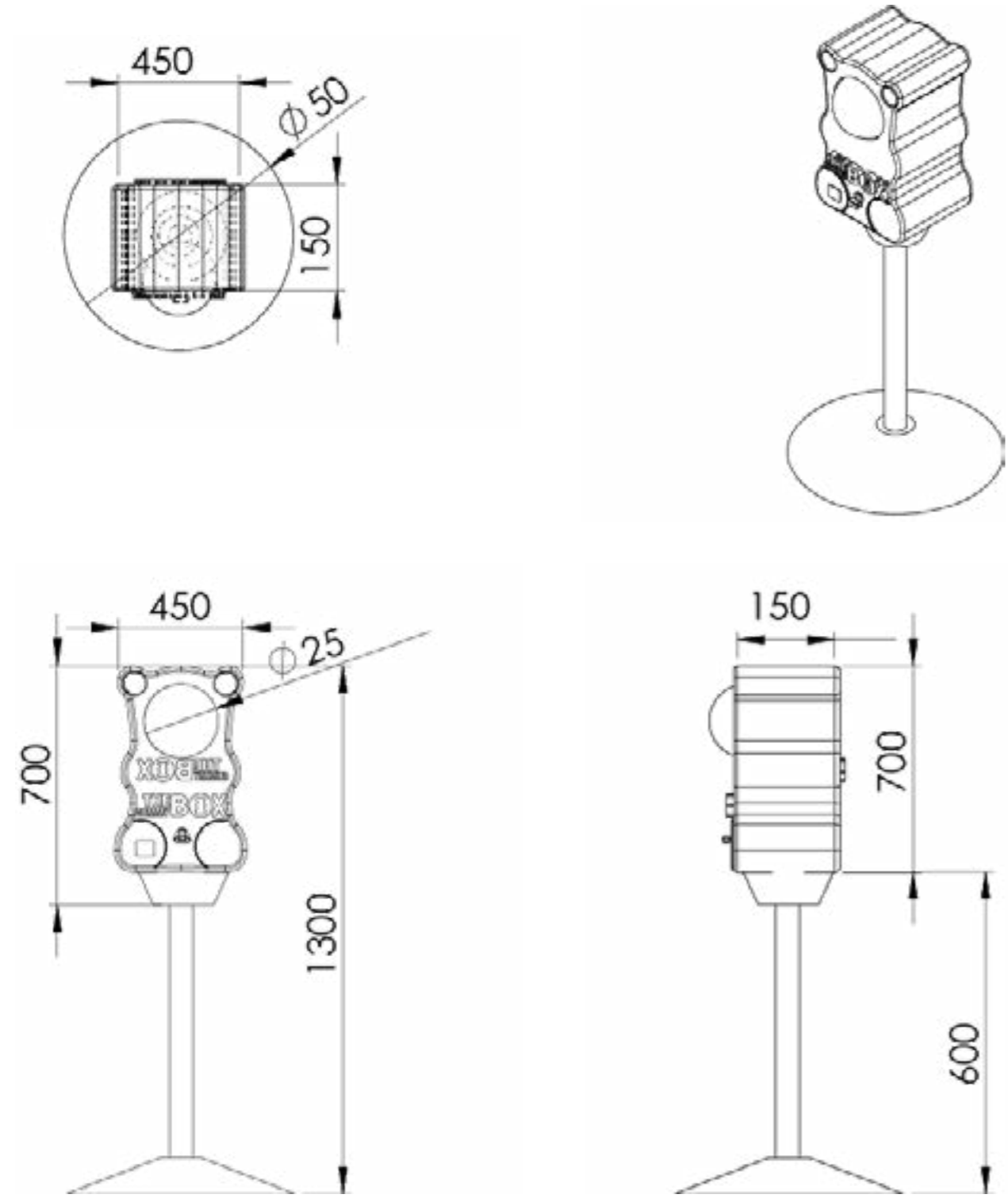
The creation of **The gum dispenser** was an idea to create a business unit focused on generating moments of consumption for children and young people in places with a high flow of people, so more people could purchase this dispenser and provide fun in moments of waiting, among others.



Gummy Box Dispenser

Blue prints + Proposals + Making process

The proposals were shown to the clients and they decided to have a dispenser without reliefs and simpler where the candies were gonna be shown on the face of the bear, this dispenser was manufactured separately in a company specialized in dispensers in the city of Bogota. These dispensers were placed in different shopping malls and restaurants in Colombia.







Astro Lamp

Astro lamp was developed as a **poetic design**, was born to help kids, to don't let their dreams fade away, a way to let them remember what they want to be, a light that can brighten their dream every time they see it.

Project type	Poetical lamp design
Date	2022
Duration	1 month
Process	Finished, Functional prototype.

Astro Lamp

Sketches + Logo + Prototype

The starting point was making sketches of geometric abstractions with the concept of an astronaut, something that would have in common with the dream of many of us as children, to reach the moon, to be astronauts. reaching a final sketch concept after this was thought about what details it would have and how many pieces this lamp would have before coming up with a final design.

The development of the logo was done as the composition of filling circles taking them as a reference to the head of the Astro lamp, giving it a touch of cuteness, and using front Flamante Roma - Medium in the "lamp" part.



Astro Lamp

Tiles + Structure + Frame

prototypes were made in 3D printing where the visor was modified to be the light diffuser as well as the light holder to be at the correct angle. Also was thought of as playful and interactive packaging that would allow an initial user experience for the child, making an interaction at the time of purchase and maybe even making him want to play with the packaging or even keep it as an external toy.







CT -Set

CT-set is a Project created for the lovers of coffee and tea, focused on the delicate touch of the pottery and the ergonomomy handles that give a better experience when drinking your favorite one.

Project type	Personal project
Date	2020-2021
Duration	4 weeks
Process	Finished and manufactured

CT -Set

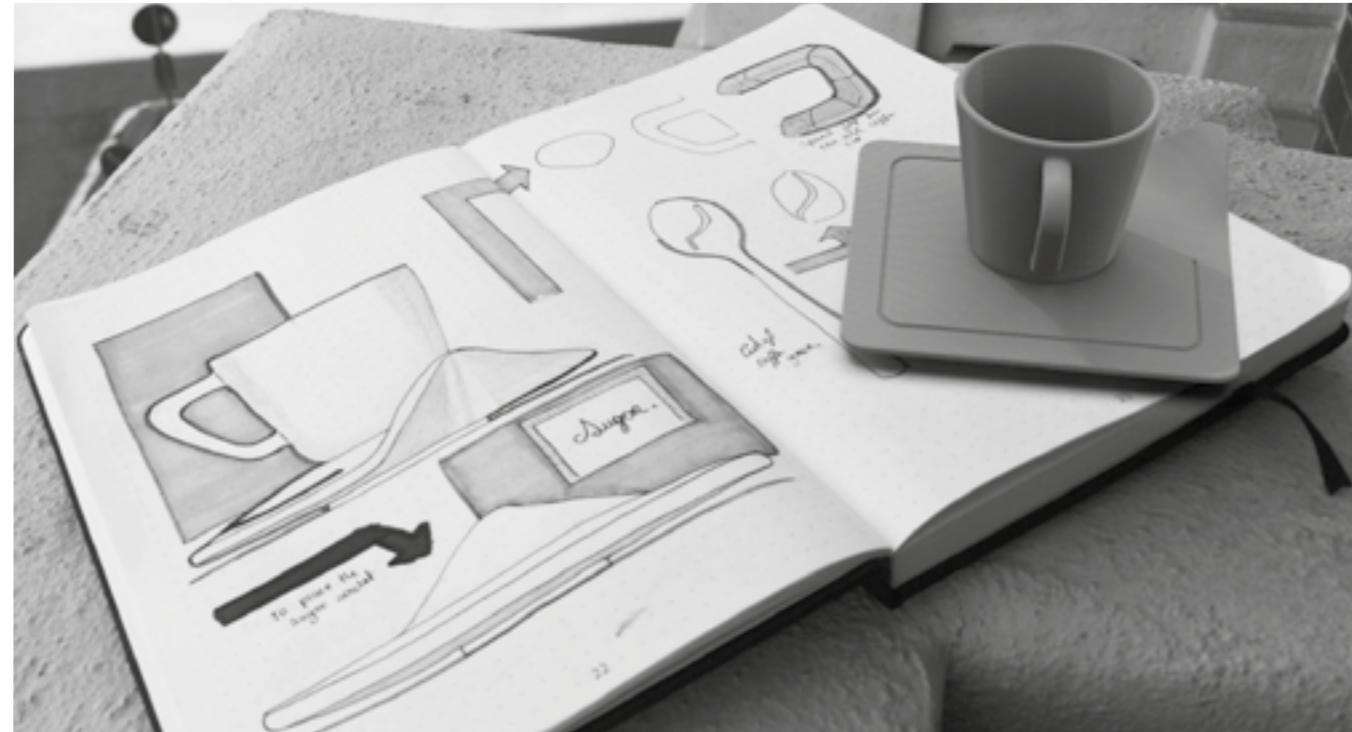
Pottery coffee & tea set

The distinctive element of the coffee cup is the handle, which gives a sophisticated simplicity to the object. The coffee cup and dish are in white porcelain, a delicate design to put each element in its place, including the sugar sachets.



CT -Set

Prototyping + Making process



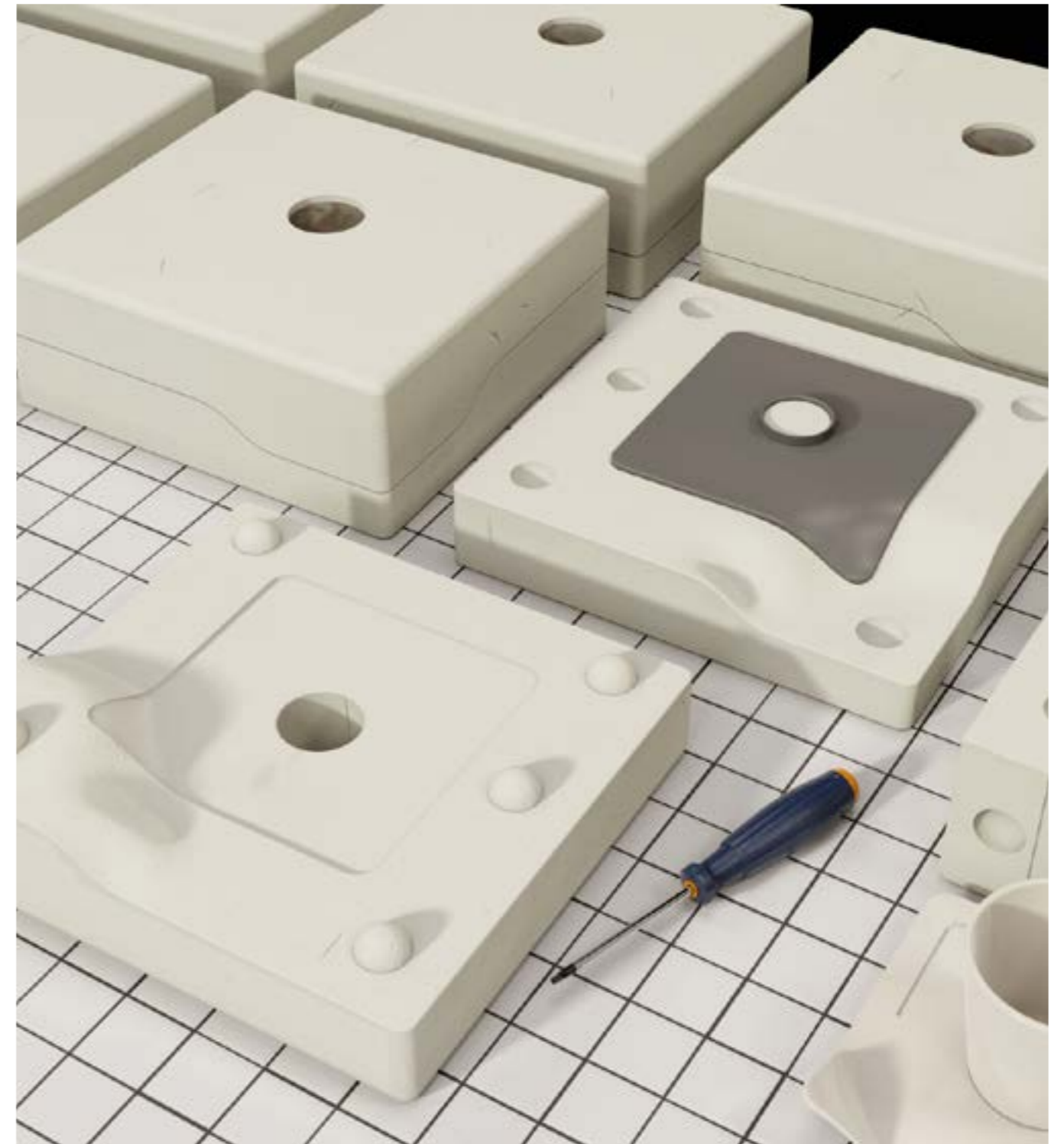
After creating different models and 3D prints, the final design was given following the comprobations realized during the prototyping process. once it's finished the last prototype was paper sanded to make the molds in white chalk and then pouring them with white porcelain..



CT -Set

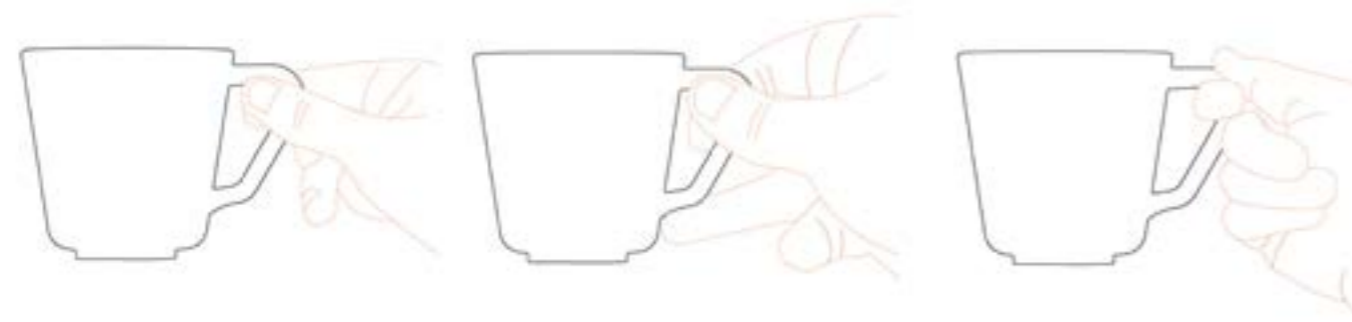
Making process + pouring molds

The molds for the cup were divided into three because of the handles and the base logo shape. for the dish, the mold was divided in two to keep the center space done when pouring and also for the final touch details. the pottery was set for one day in the ceramic oven and once they were cooked we proceed to paint them and put them back for final cooking.



CT -Set

Grips + Handle.



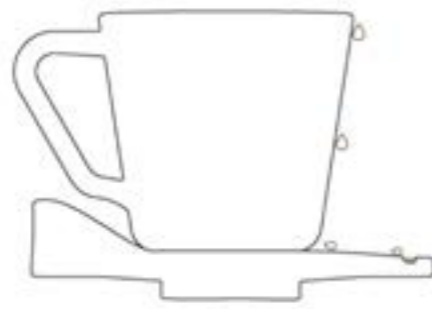
Pinch grip on the upper part for coffee

Pinch with finger support for tea and coffee drink

Inside loop grip with support with the thumb



The cup fits in the dish, to hold and making it stable to move from one side to another



The dish has a rail path at the edge of the dish to let the drops of the coffee sit there



The cup dish has an inclination of 5° to let the coffee slip and go to the rail so that the coffee drops rest there



The handle was designed for different grips thought for the coffee and tea, grip pinch on the upper part for espresso coffee, pinch with finger support which is the most used for coffee and tea sessions, inside loop grip with thumb support. The dish, a line half surrounding the edges to let the drops sit in it with an inclination of 5°.







H-Chair

This chair was born as a tribute, in Memory of my grandfather **Hans Uessler**. Thanks to him, materials are part of my passion as a designer, and this is why I want to honor him with the **H-chair**.

Project type	Tribute For Hans Uessler, my grandfather
Date	2021
Duration	----
Process	Finished, not manufactured yet.

H-chair

Material + Structure

H-chair (poltrona) is designed in cherry Lacquered veneer as same as the legs base and the back structure, to make more coherence as a formal shape. An extensive palette of wood colors veneer, and fabric or leather upholstery options allow for further personalization. It is joint with screws and rubber, which let you have any movement without any problem.



H-chair

Dimensions + Details

The side wings allow you to put and leave the book you are reading at the moment, this poltrona is designed especially for your best reading moments, it keeps you in your own atmosphere covering your side views to avoid distractions and let you enjoy in the best way your reading time.

The dimensions of the poltrona are H: 41"-100cm w:30"-81cm D:31"- 85cm SH:16"- 35cm



H-chair

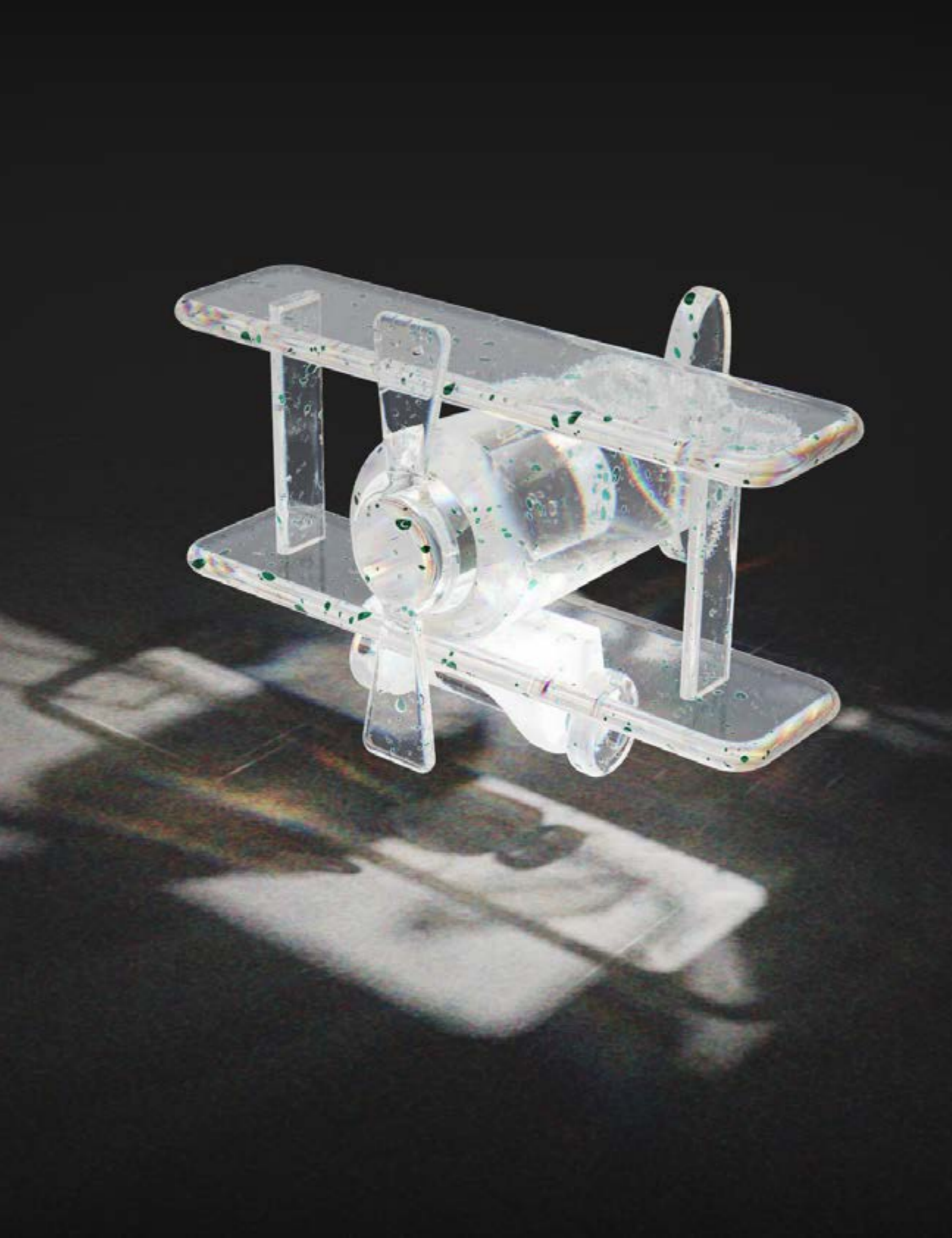
context + Functionality

The main functionality of this H-chair is to have a direct connection with your reading, allowing your surroundings to fade away little by little while you immerse yourself in your reading and avoid from any distractions.





CAD Skills & Renderings

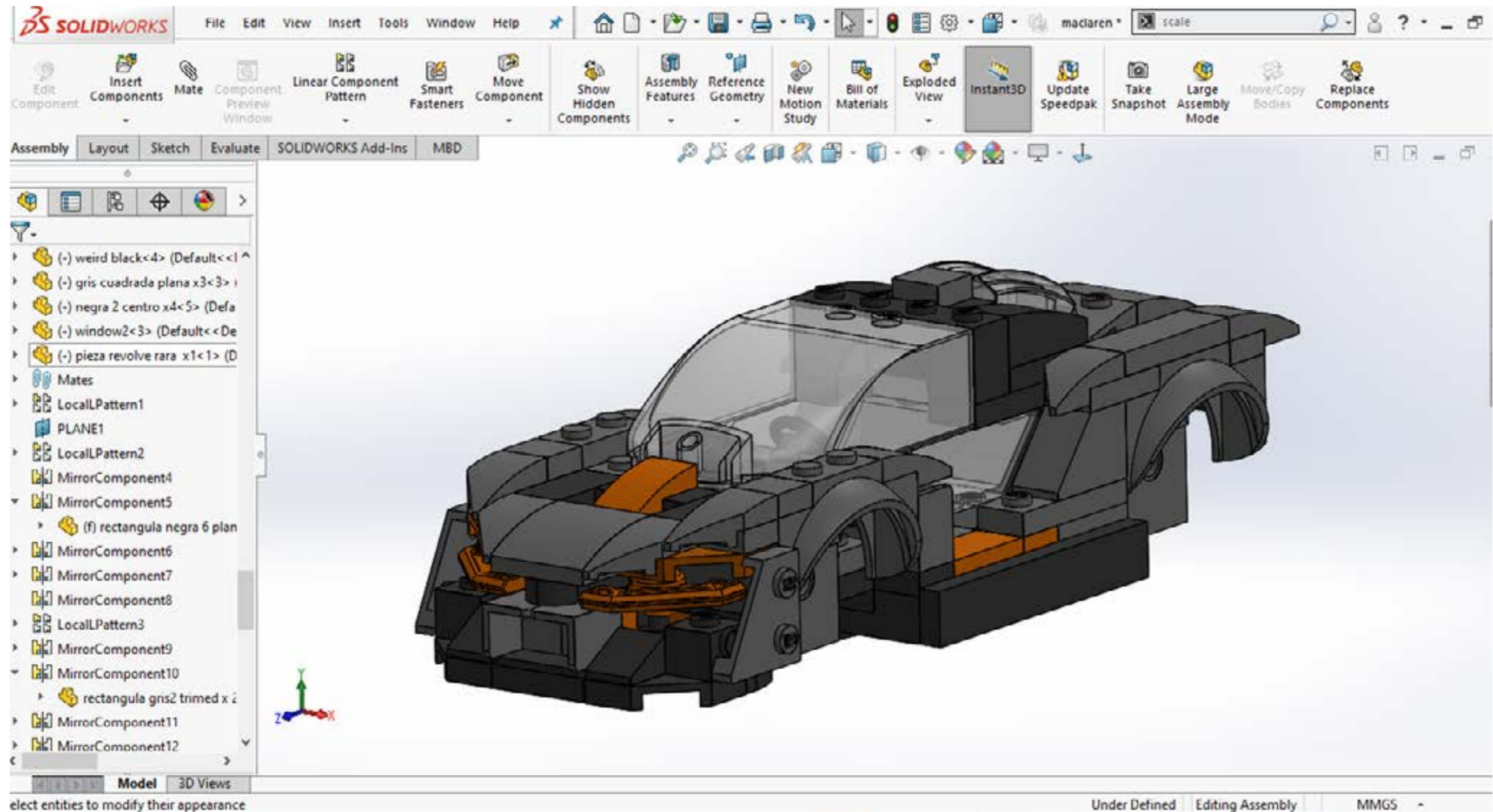


Projects are done in parametric 3D modeling software and rendered in different software with postproduction in Photoshop, this is a small part of what I have done as a 3D modeling product designer, to take a deeper look at the projects you can check on my website, in the **CAD Skills & Rendering** section or click [Here](#) to go directly to the link

Project type	3D models and Rendering Skills
Date	2018-2021
Duration	
Process	Modeled and Rendered

MC LAREN Iego

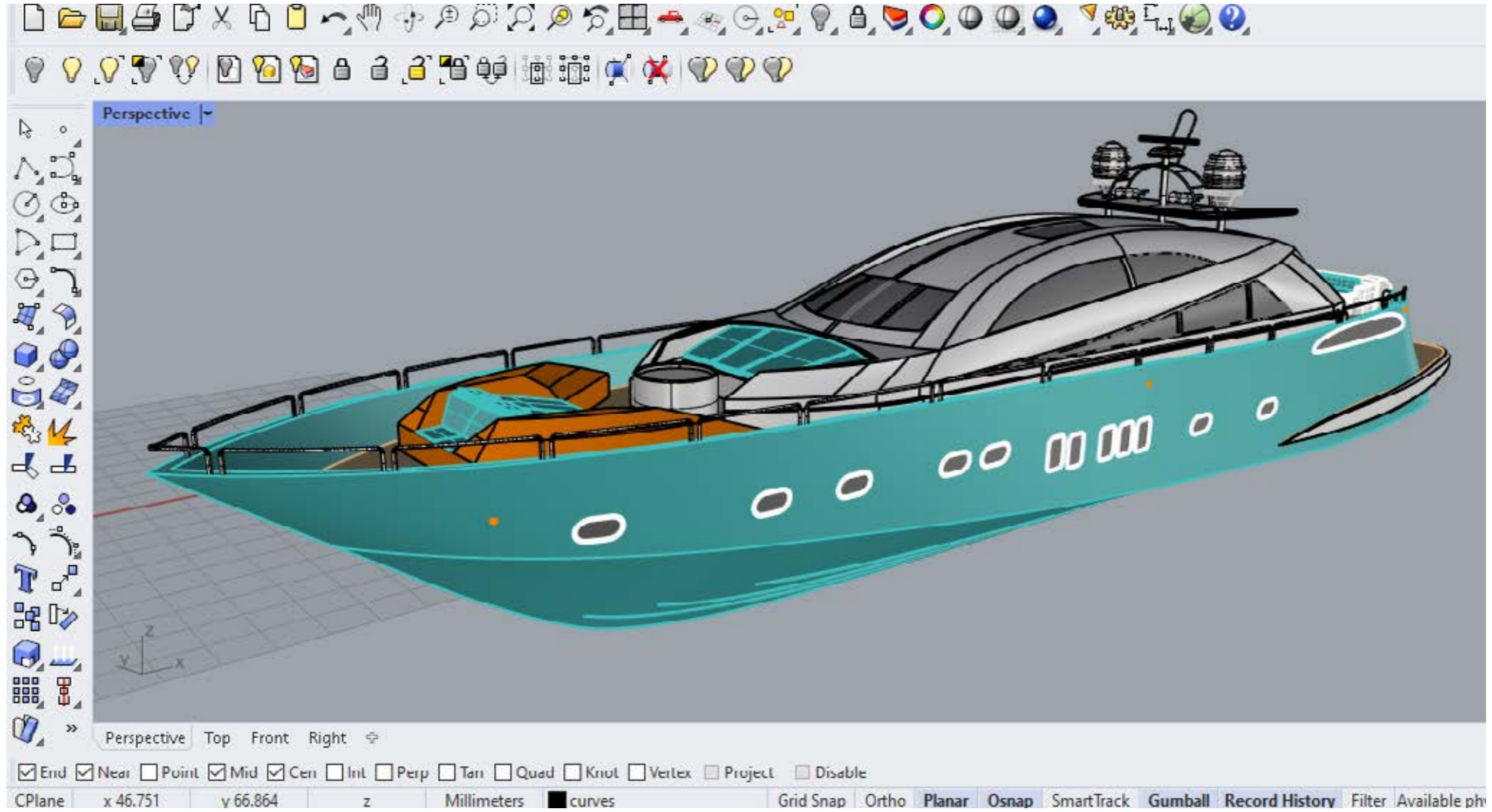
Modeled in SolidWorks + Rendered in Keyshot





Yatch AUC

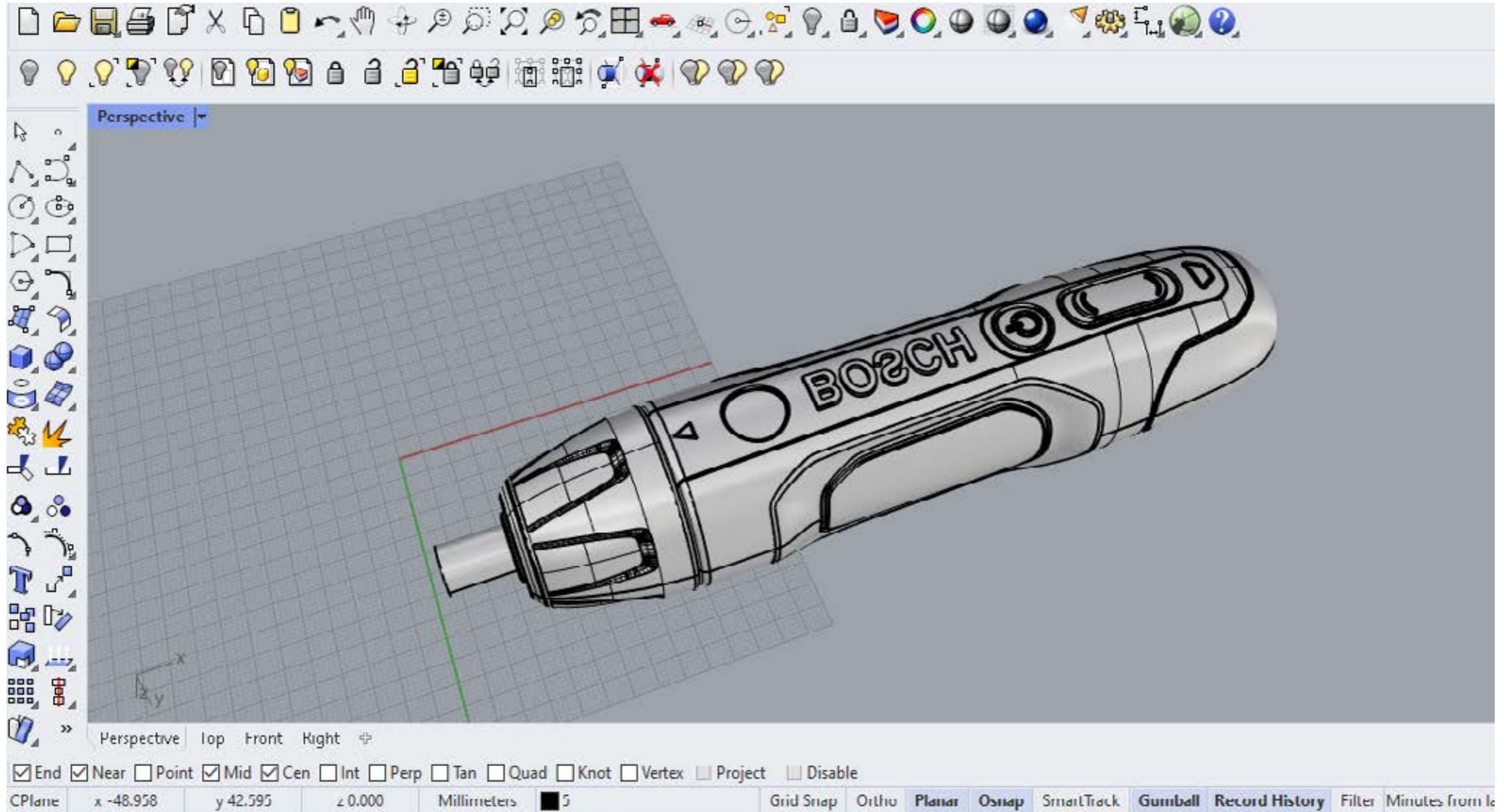
Modeled in Rhinoceros + Rendered in Keyshot





Screw driver BOSCH

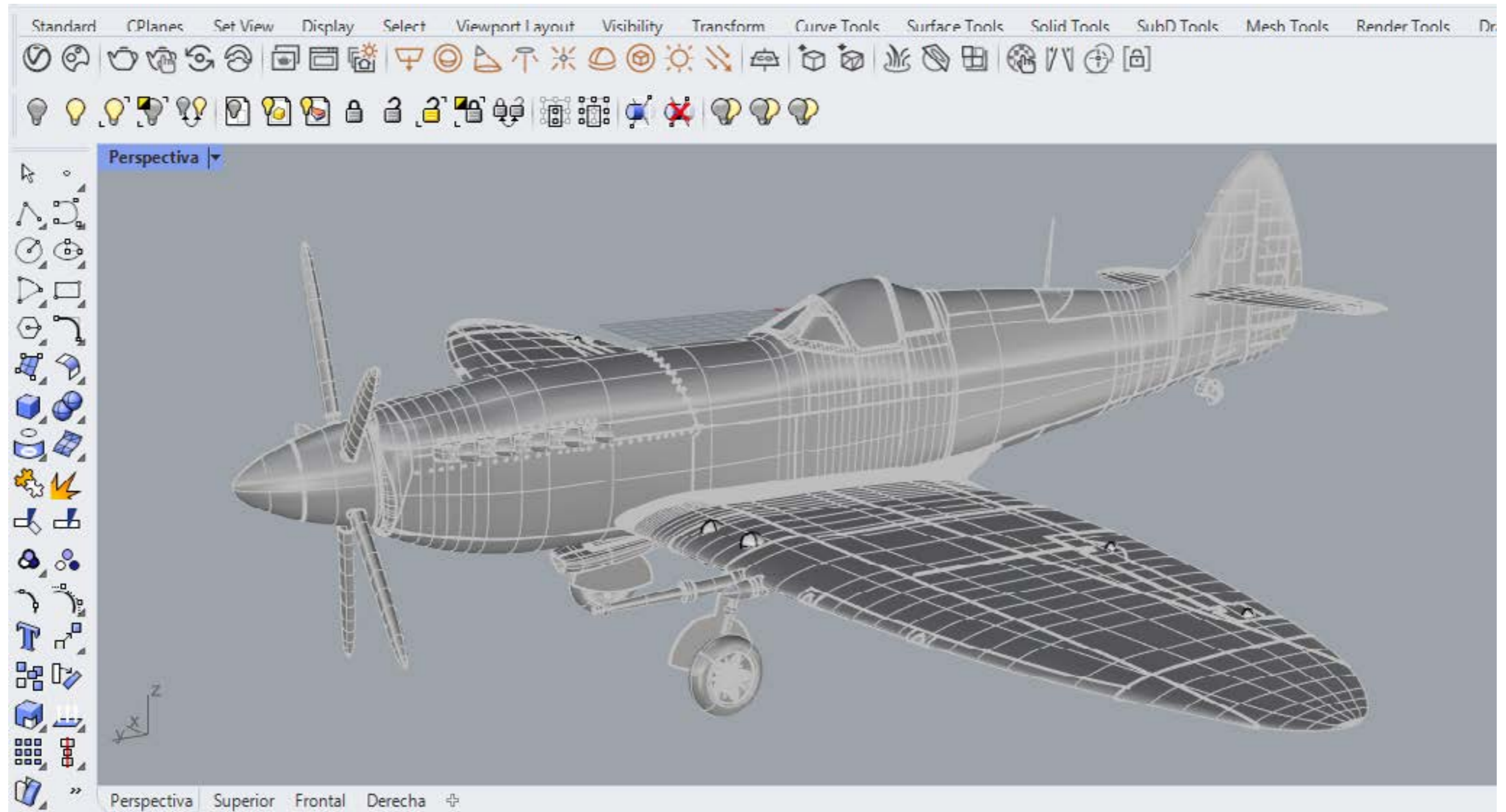
Modeled in Rhinoceros + Rendered in Vray next.





Spit fire AUC

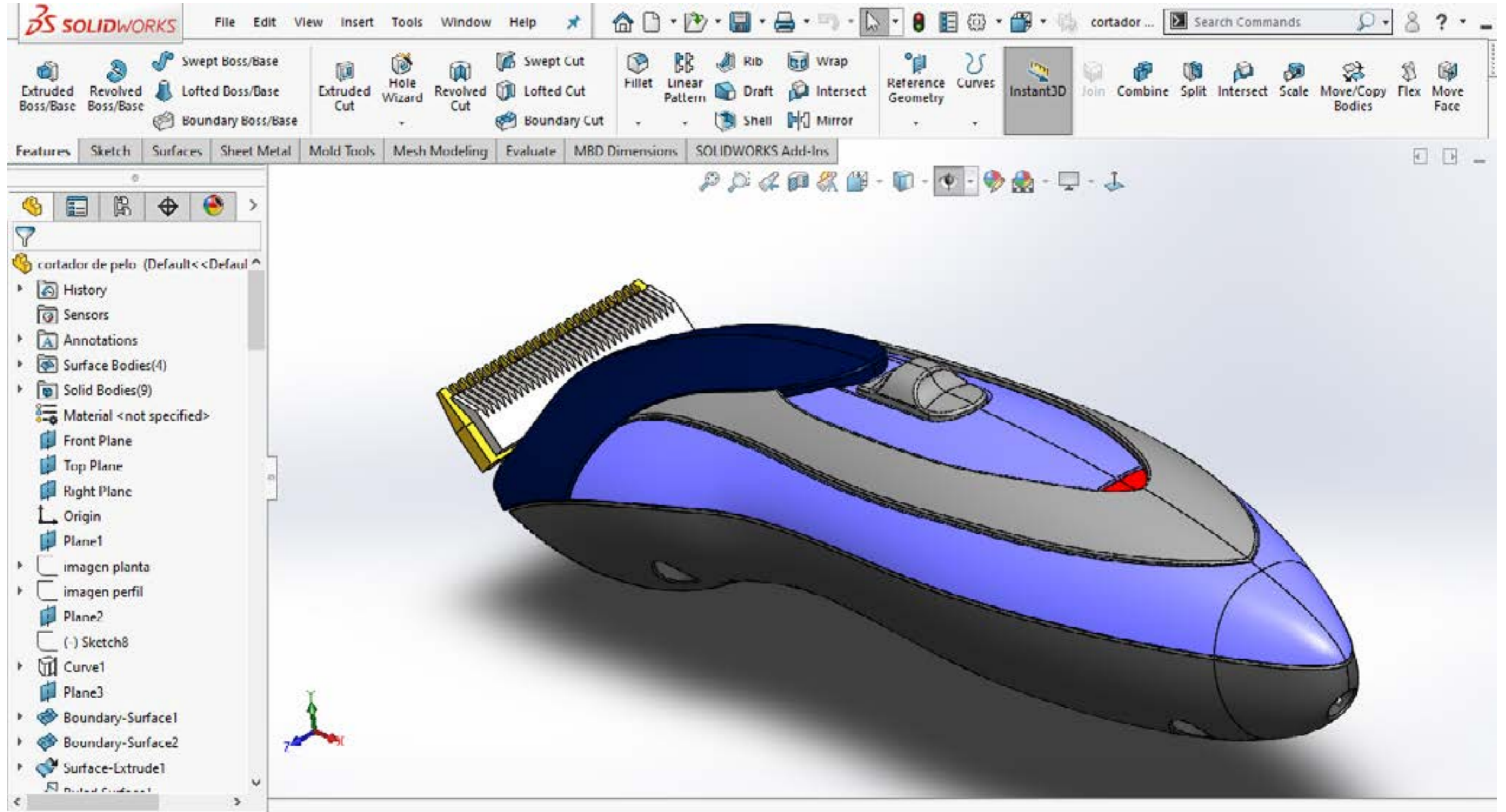
Modeled in Rhinoceros + Rendered in keyshot





Groomig Trimmer philip´s

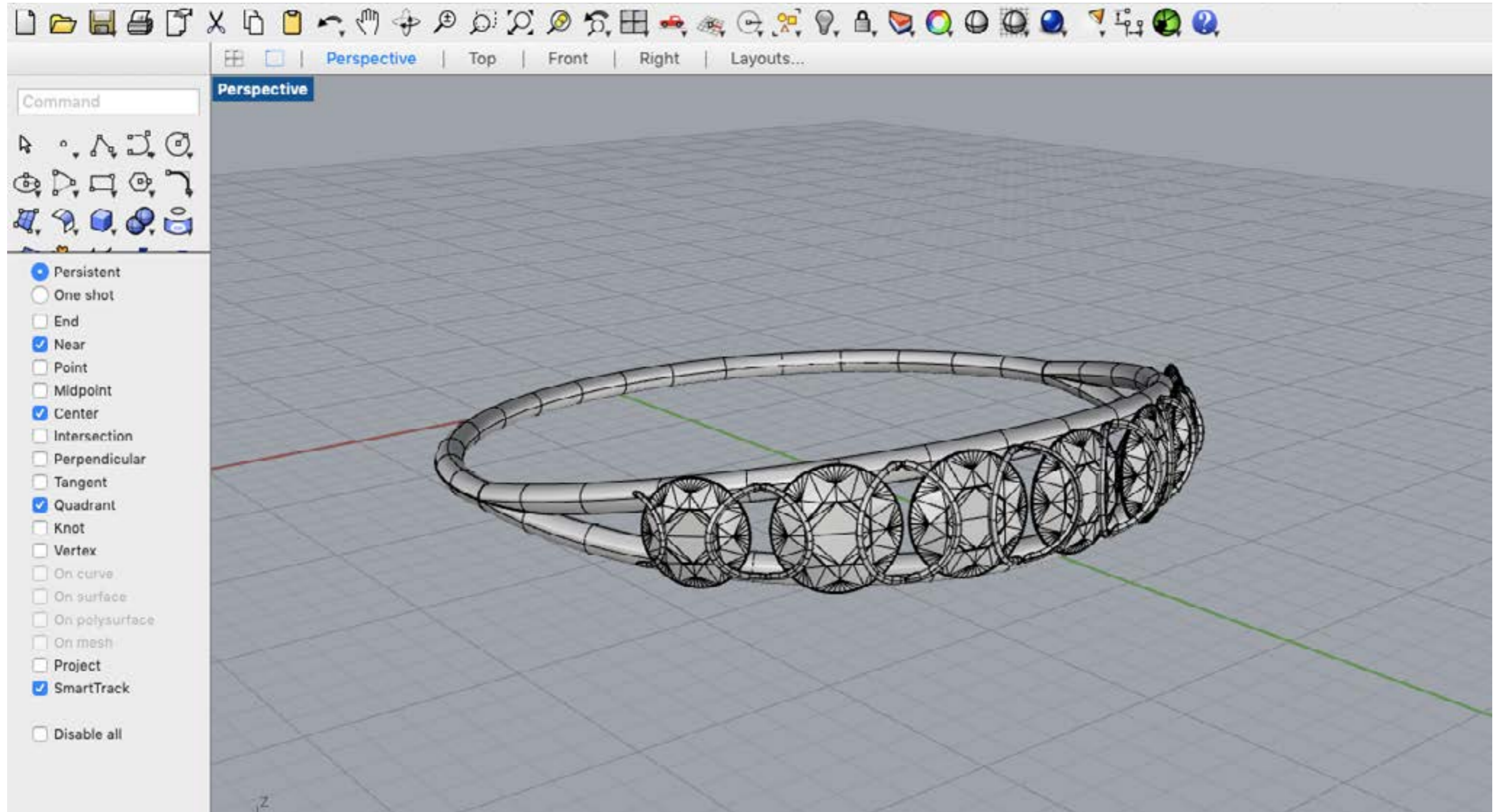
Modeled in Solidworks + Rendered in keyshot





Anana Ring

Modeled in Rhinoceros for mac + Rendered in keyshot







Portfolio 2021 | **Thank You**

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