

LAURA-JANE DOUCH

ART DEPARTMENT

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I am a passionate creator based in Te Whananui-a-Tara. I have a background in industrial and digital product design, and have transitioned into the film art department.

I am reliable, and detail-oriented, I enjoy problem-solving to get things done.

SKILLS

3D Modelling: Fusion360, Rhino, SketchUp
Set Design, Build and Decoration
Prop and Model Making
Graphic and Digital Design

Design Research
Project Management
Onset Art and Continuity
Full Clean Drivers Licence + Manual Vehicle

FILM EXPERIENCE - 2024

- Caterpillar.** Art Assist. *(Current) October - December 2024*
Directed by Chelsie Preston-Crayford.
Production Design by Heather Hayward, Art Director Nathan Taare.
- The Chair.** Art Director Prep and On-Set, Short Film. *August - Sept 2024*
Directed by Brooke Benton.
Produced by Kate Goodwin, Baddy Films.
- Stage Challenge.** Onset Art Director, Short Film. *June 2024*
Directed by Stella Reid.
Produced by Toi Whakaari and Kate Goodwin.
- A Very Good Boy.** Graphic Designer, Short Film. *June 2024*
Art Director Kate Logan.
Produced for Jane Campions 'A Wave in the Ocean' programme.
- Girl Time.** Art Assist, Short Film. *June 2024*
Directed by Eleanor Bishop.
Art Director Kate Logan.
Produced by Little Fire Productions for Jane Campions 'A Wave in the Ocean' programme.
- Link ECU.** Set Decoration, Commercial. *May 2024*
Directed by Charlie Higgison.
Produced by Runner Films.
- Catastrophic.** Art Director, Short Film. *May 2024*
Produced by Kettle of Fish.
- Rollable, the Game for Creators.** Art Director, Commercial. *April 2024*
Directed by Jack Harriss.
Produced by VIVITA Aotearoa.
- Driven.** Production Designer, Short Film. *March - April 2024*
Directed by Shayden Lowrey and Joel Va'ai.
Produced by Snap Shot Shorts.
- Funny Things.** Production Designer, Short Film. *January - March 2024*
Directed by Oberon Romond.
Produced by Snap Shot Shorts.

DESIGN INDUSTRY EXPERIENCE

LEAD PRODUCT DESIGNER, VIVITA AOTEAROA

June 2022 - October 2024

Led a range of projects in a workshop environment, collaborating with a team of designers to produce high quality outcomes. I have lead a studio, using equipment including laser cutters, 3D printers, industrial woodworking machines etc.

- Worked on multiple product development projects including:
 - **(Industrial Product Design)** I led the design and prototyping of products, corresponding with international manufacturing suppliers on product specs/ordering in this process.
 - **(Interface Design)** Designed the interface of an online tool that introduces the concept of using AI as a tool for game creation.
- **(User Research and Urban Design)** Was the lead consultant for a Wellington City Council research and development contract, I performed research and co-designed urban design solutions with children to design a more playful Wellington city centre.
- Travelled internationally and presented at global conferences.
- **(Exhibition and Experience Design)** Organised and ran multiple programmes, events and exhibition experiences to display work produced by young people.

PRODUCT OWNER OF USER EXPERIENCE, ROLLS-ROYCE PLC

January 2021 - June 2022

- **(Interface Design)** Designed end-to-end experiences of Rolls-Royce Civil Aerospace software services, both web-based and mobile, concentrating on accessibility and usability.
- **(UI Guideline Design and Maintenance)** Developed and maintained UI (User Interface) design and UX (User Experience) guidelines.
- **(Stakeholder Communication)** Engaged and collaborated with customers throughout the development and maintenance of products, conducting usability testing with international clients.
- **(User Research)** Led the UX research and design of an Enterprise Risk Management software, collaborating internationally with clients, stakeholders and my colleagues in the UK.

EDUCATION

MASTER OF HUMAN INTERFACE TECHNOLOGY

Achieved with Distinction

University of Canterbury College of Engineering

Industry experience with a focus on VR and AR (The Antarctic Heritage Trust and The Canterbury Museum).

Thesis research through the HITLab NZ Research Group with a focus on gamification, experience design and design for accessibility.

BACHELOR OF DESIGN INNOVATION, INDUSTRIAL DESIGN

Included on the Deans List

Victoria University of Wellington School of Design Innovation

Areas of specialisation include: design for mass manufacture, design history, market research, branding strategies and sustainable design.

REFERENCES

Nathan Taare, *Art Director*

Kate Goodwin, *Producer*

Brooke Benton, *Director*