

PAVEL PRIMAS

transport | industrial | product

DESIGNER

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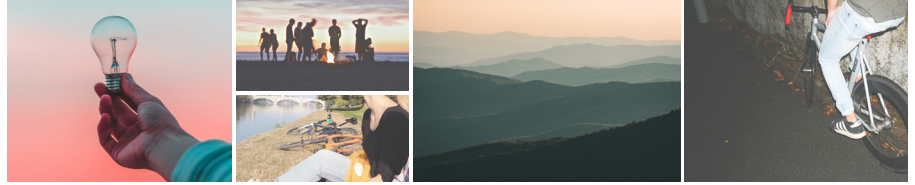
www.pavelprimas.com

*02/09/1990



Nad Záhřebem 181, Tábor 39001
(CZECH REPUBLIC)

PROFILE



I love to design...to change, evolve, identify new features, discover aesthetics and functionality to simplify things. I love to understand things, I love to experiment.



WORK

2016 - NOW

PININFARINA S.R.L | Turin, Italy | **TRANSPORT & INDUSTRIAL DESIGNER**

Pininfarina is a design studio of international repute, a symbol of Italian style in the world.

Directly involved in design development: all kinds of analysis, strategy, UX, UI, concept, sketching, modeling, (speedform, NURBS, polygon 3D), rendering, prototype, communication with clients, final presentations, strong team activity,

Selected Clients:

- Princess Yachts Limited - design of entire range of motor yachts. Design language developing
- Rossinavi - superyacht concept „aurea“
- Oceanco - concept yacht 100m
- Supor - kitchen appliances design project
- Sharp - collection of audio products, project released at ifa 2018 berlin

2013 - 2014

FESTKA S.R.L | Prague, Czech Republic | **INDUSTRIAL DESIGNER INTERN**

Festka is small but among cyclist well-known personalized bike producer.

industrial design, technical drawings, product developing

2010 - 2017

GRAPHIC DESIGNER

Personal entrepreneurship, smaller and midsize projects (2d graphic, illustration, rendering, animation, fun projects)



EDUCATION

2010 - 2016

L. Sutnar Faculty of Design and Art (FDULS) | Pilsen, Czech | **BcA. + MgA. (3+3)**

Key Modules: Advanced engineering, Industrial and product design, Brand Design, Project Management, Advertising communication, Graphic Design, Web Design

2015

Faculdade de Belas Artes (FBAUP) | Porto, Portugal | Erasmus programme

Key Modules: Design analytics, Engineering, Product development, Design team co-working



Czech
English
French
Italian

native
C1
B2
B2



2D
3D

Adobe Photoshop, Illustrator
inDesign, After Effects
Autodesk Alias, Maya, Blender,
Rhinoceros, V-ray, Mental ray, KeyShot