



LIAM HYDE

PORTFOLIO

Industrial Design Student

Senior -Wentworth Institute of Technology

JUNE 2025



ABOUT LIAM HYDE

Liam Hyde, Senior Wentworth Institute of Technology
Contact: 857-318-6589 Email: hydel@wit.edu

EDUCATION

Wentworth Institute of Technology.
Boston MA USA - Class 2026
Senior Industrial Design Major,
Minor Sustainability

Bilgi University, Istanbul Turkey
2025 Summer Semester

American School of Dubai- 2021
Dubai United Arab Emirates

WORK EXPERIENCE

Oryx Doors & Windows

Co-op Spring Semester 2025
Design, Auto CAD, 3D Modeling, Renders

American Hospital Dubai Summer Internship - 2024

Facilities Management/Engineering

SKILLS

- AutoCad - Intermediate
- 3D Modeling
- Engineering Graphics
- (ANSI Standard Drawings) using SolidWorks
- Basic Adobe Illustrator /InDesign
- Google Workspace

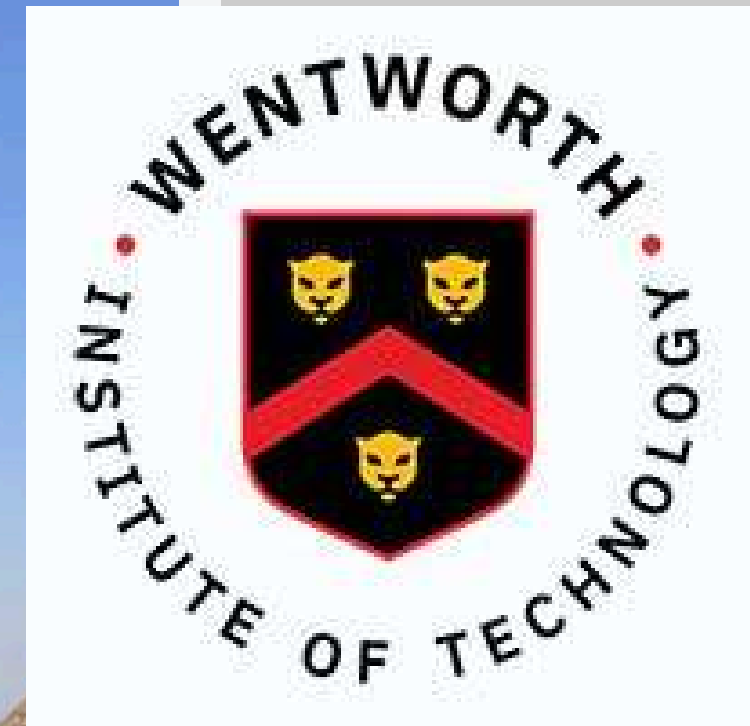
HOBBIES

- Certified Novice Beekeeper
- Advance Open Water Padi
- Gaming
- Travel

AWARDS

Eagle Scout - Boy Scouts of America -
2021

For complete details please see
attached CV/Resume



CONTENT



TABLE
Tofu Table Redesign



CO-OP
Spring 2025



LAMP
Birds of Paradise



AWARD
Monster Themed

The Tofu Table

Junior- Summer Semester

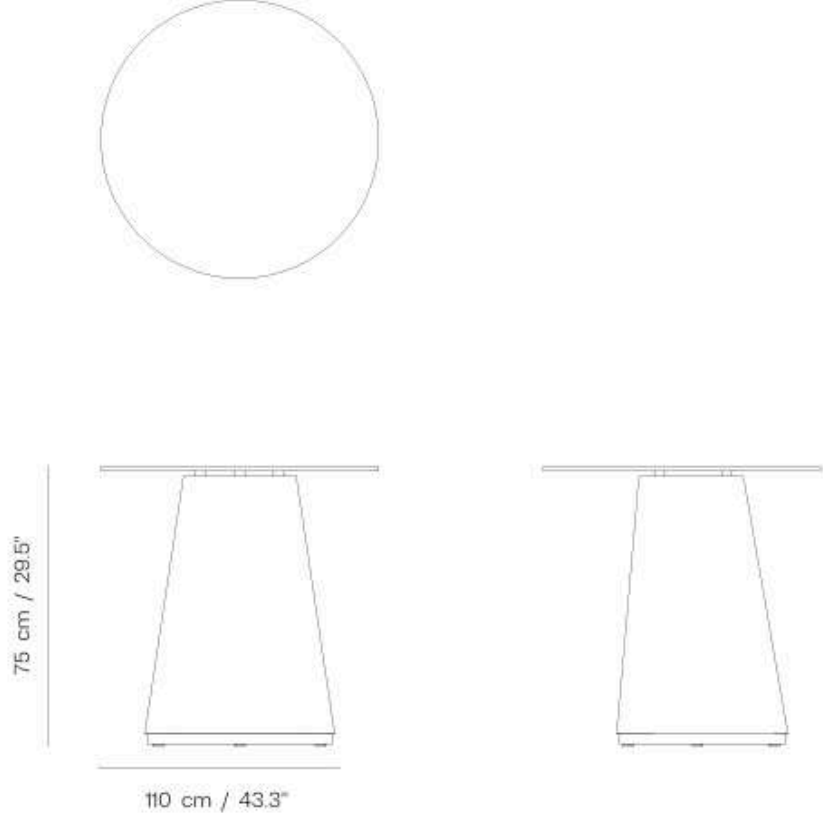
Collaborative Redesign Project, partnering with BILIGI University and the PARLA Design Company to reimagine their iconic table creating a new vision for the table design series.





The Original Concept

TECHNICAL DRAWING



PACKAGING

Packaging Type
Wooden case box

Packaging Measurement
L:120 X W:120 X H:85 CM

Weight Packaging
Gross/Net
-

Number of Parcels
1 pcs

COMPANY CERTIFICATIONS

ISO 14001
Environmental management system

ISO 45001
Occupational health and safety

ISO 9001
International organization for standardization
assessment

FSC
Forest stewardship council





ITERATIONS





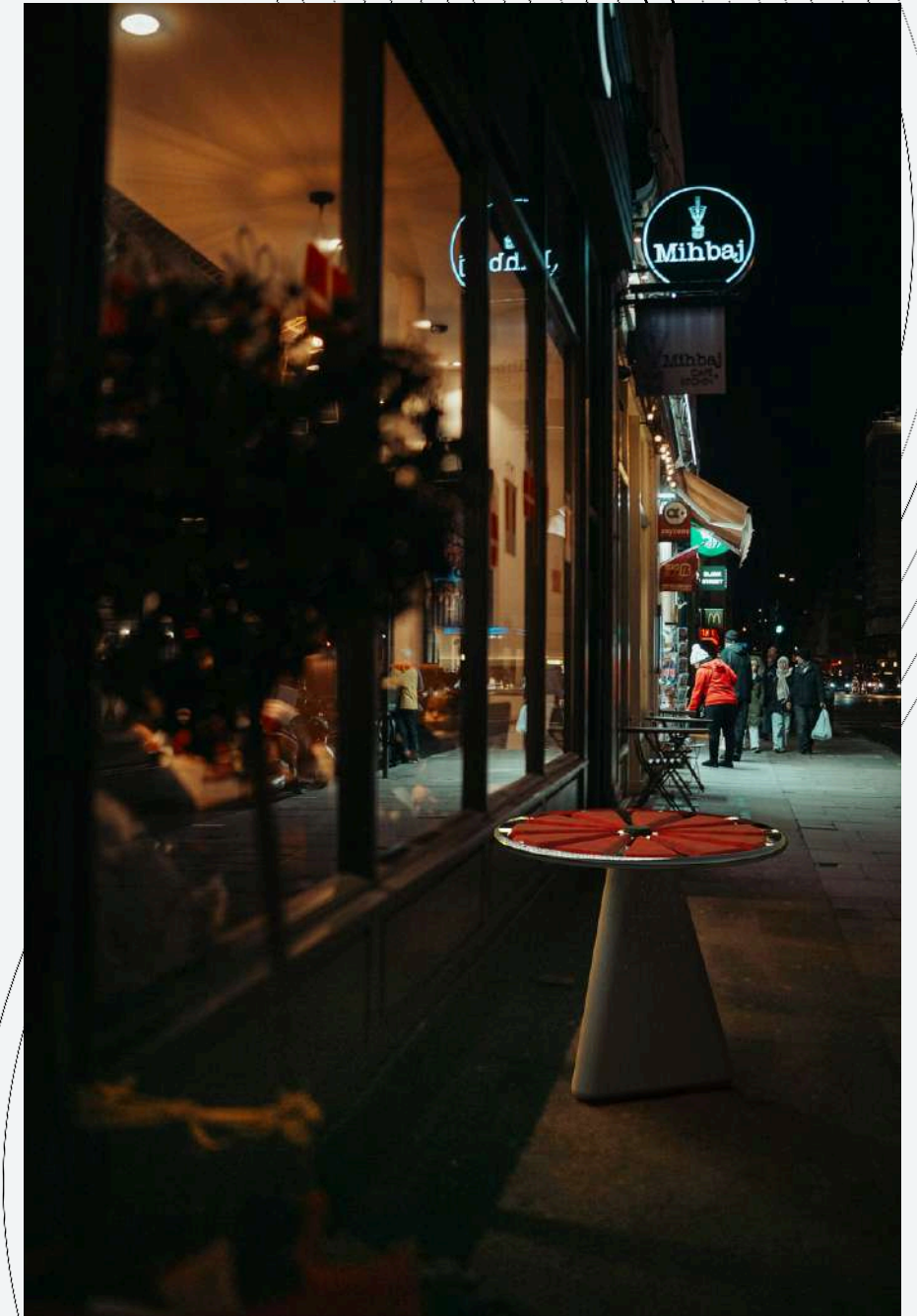
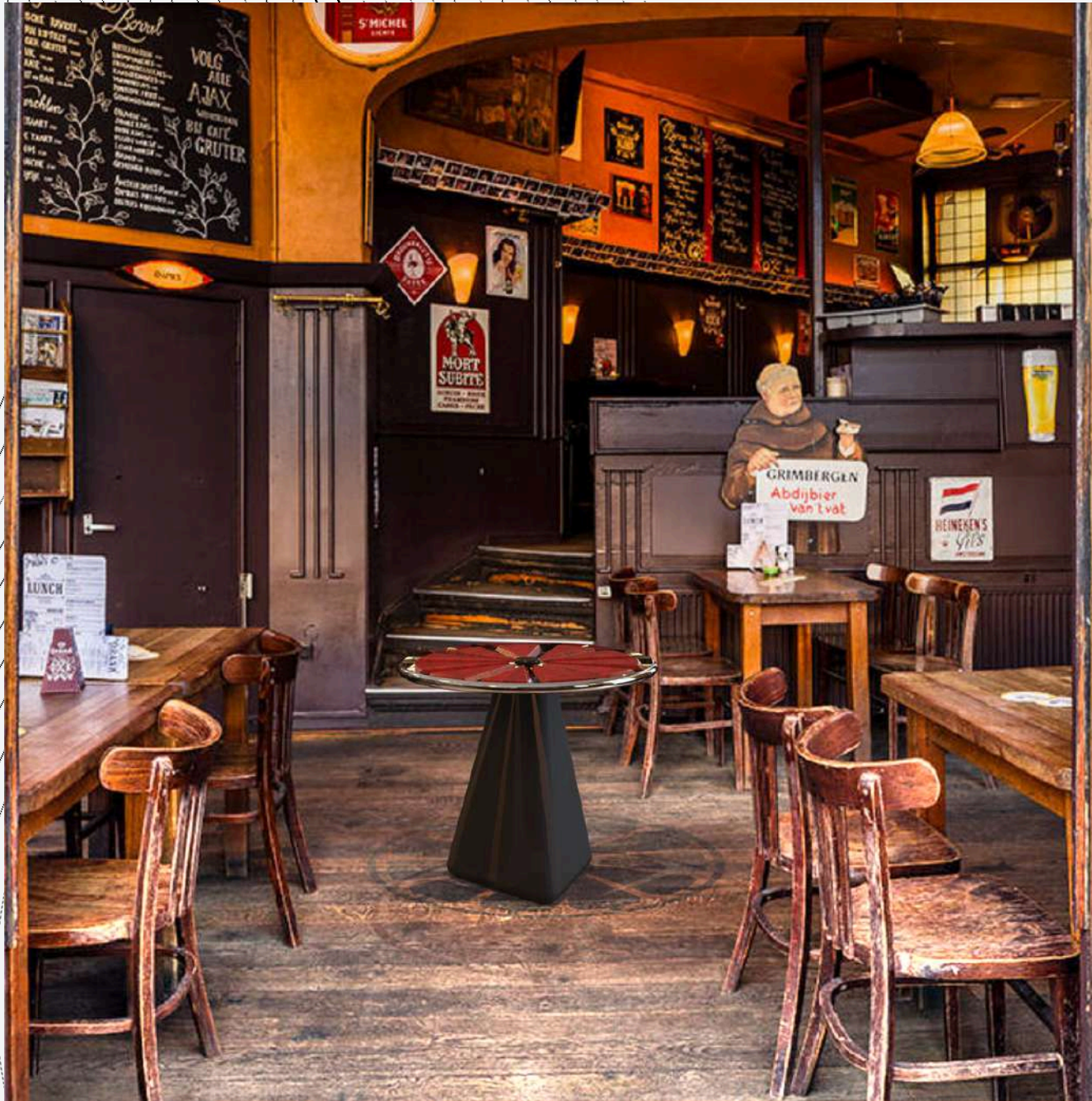
Istanbul
Bilgi University

My Renders





Context Renders





ORYX

DOORS & WINDOWS

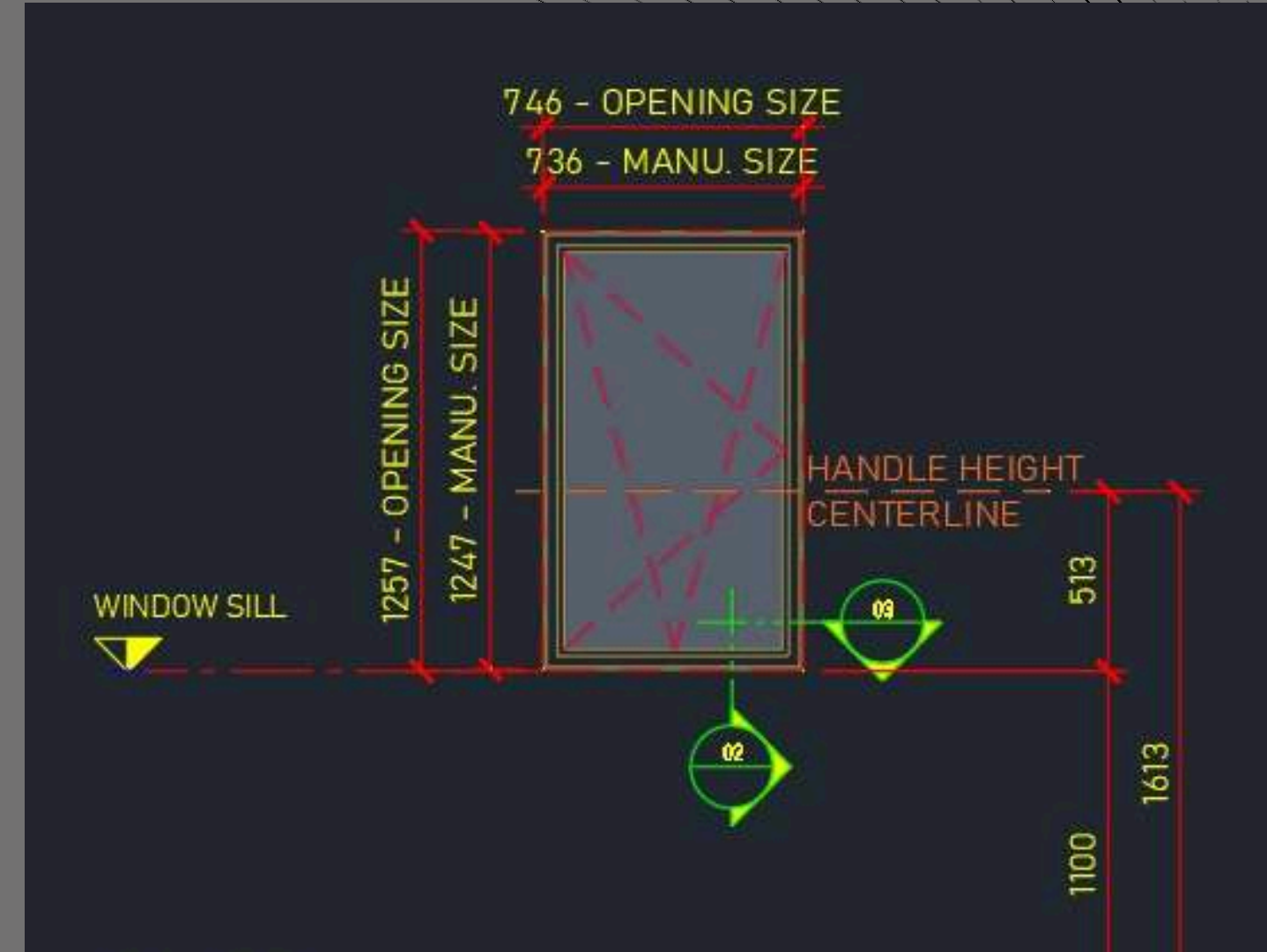
Junior - Spring 2025 Co-op

Final Brochure Provided by Oryx

Blue Print Provided by Oryxx



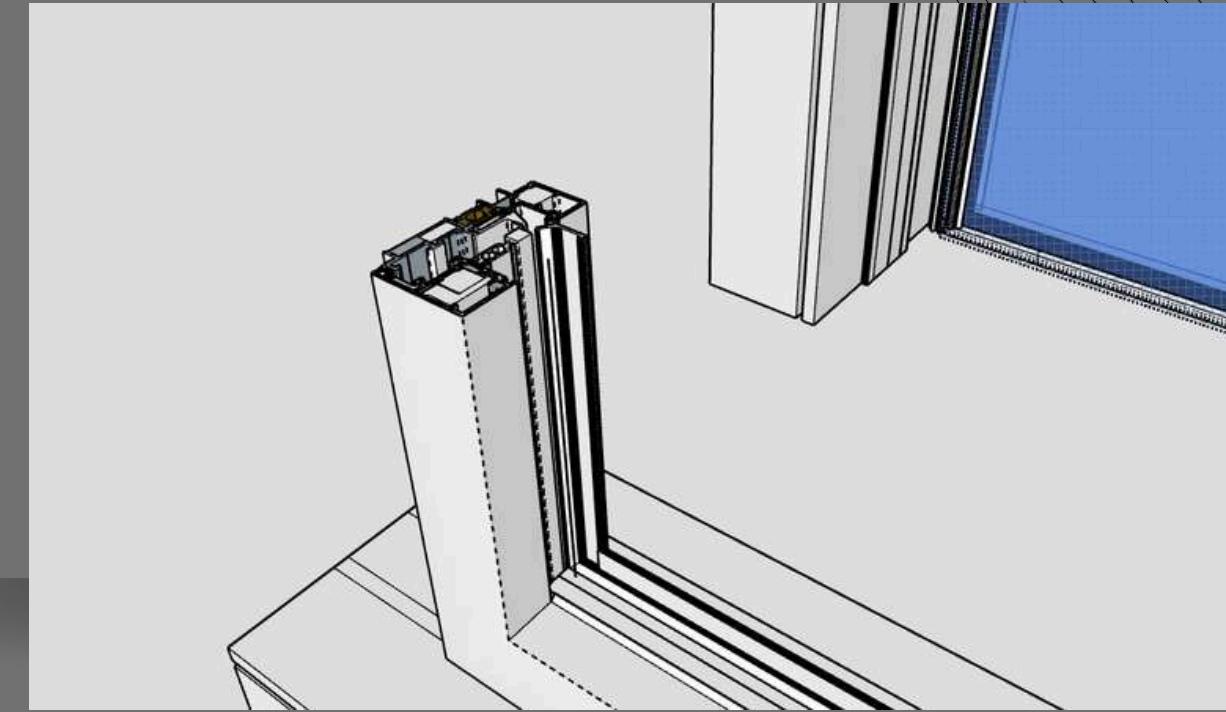
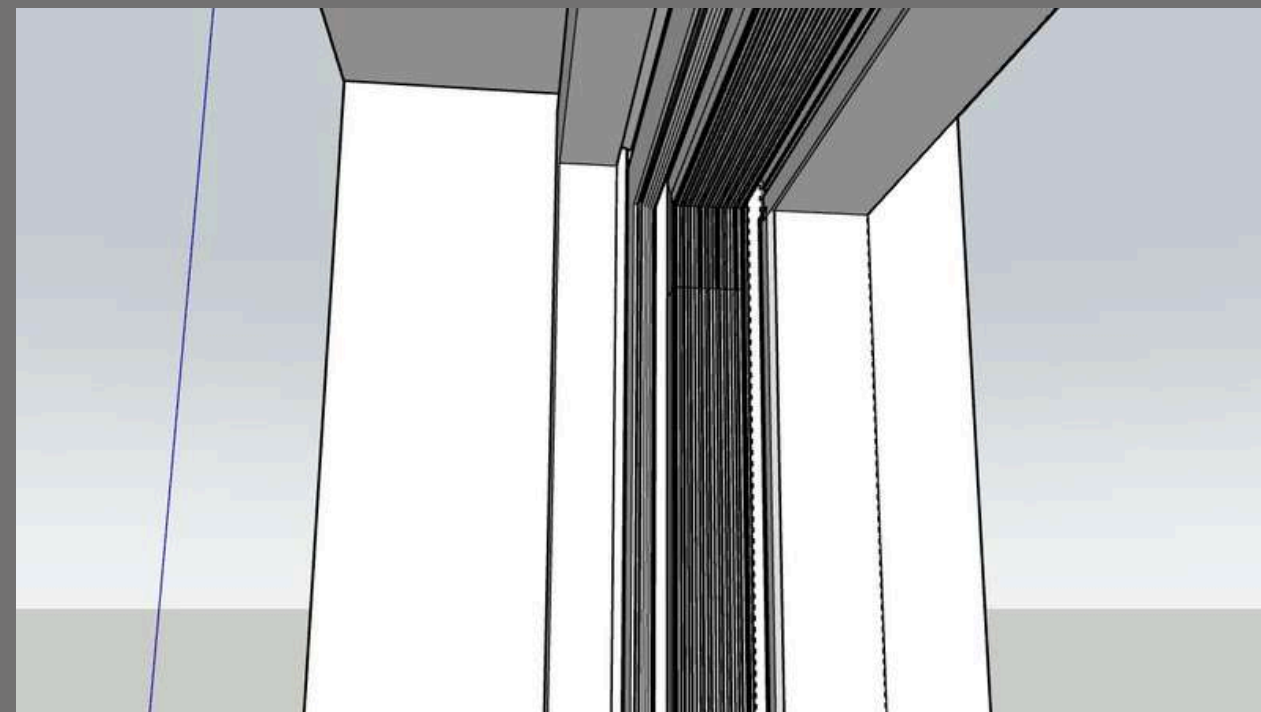
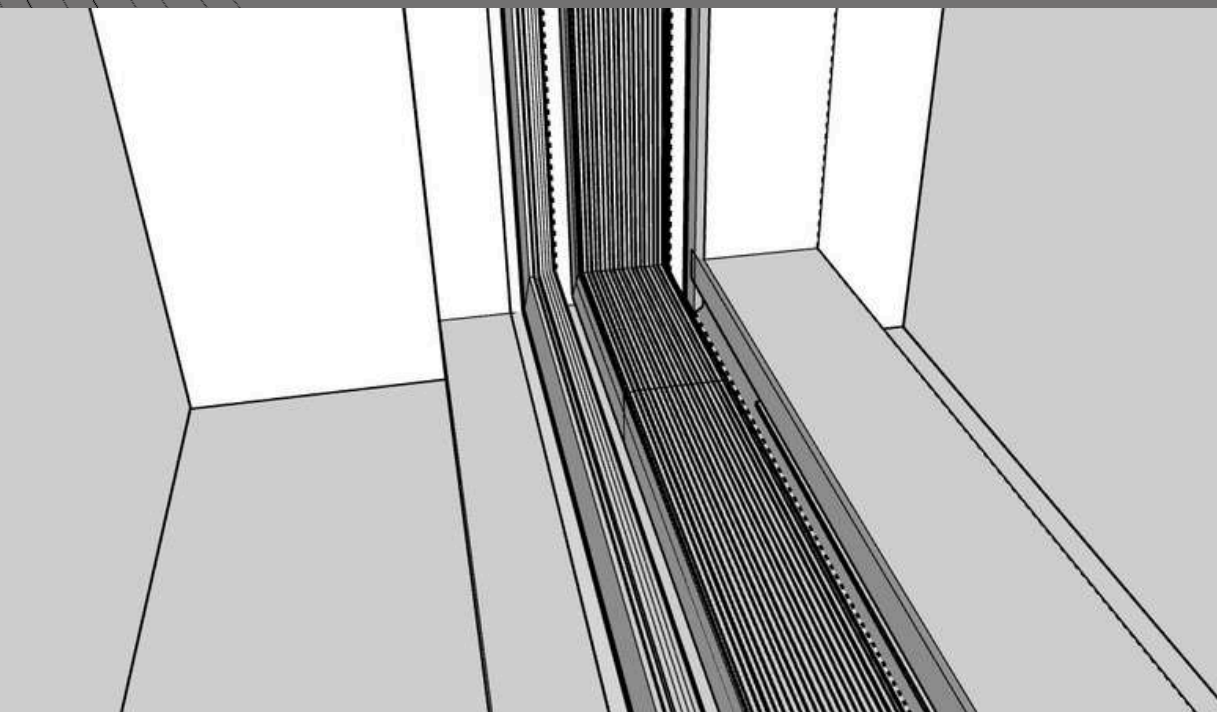
Initial Blueprint & Final Brochure - provided by Oryx My Work : 3D Development sample A, B & C



My Work - Sample A

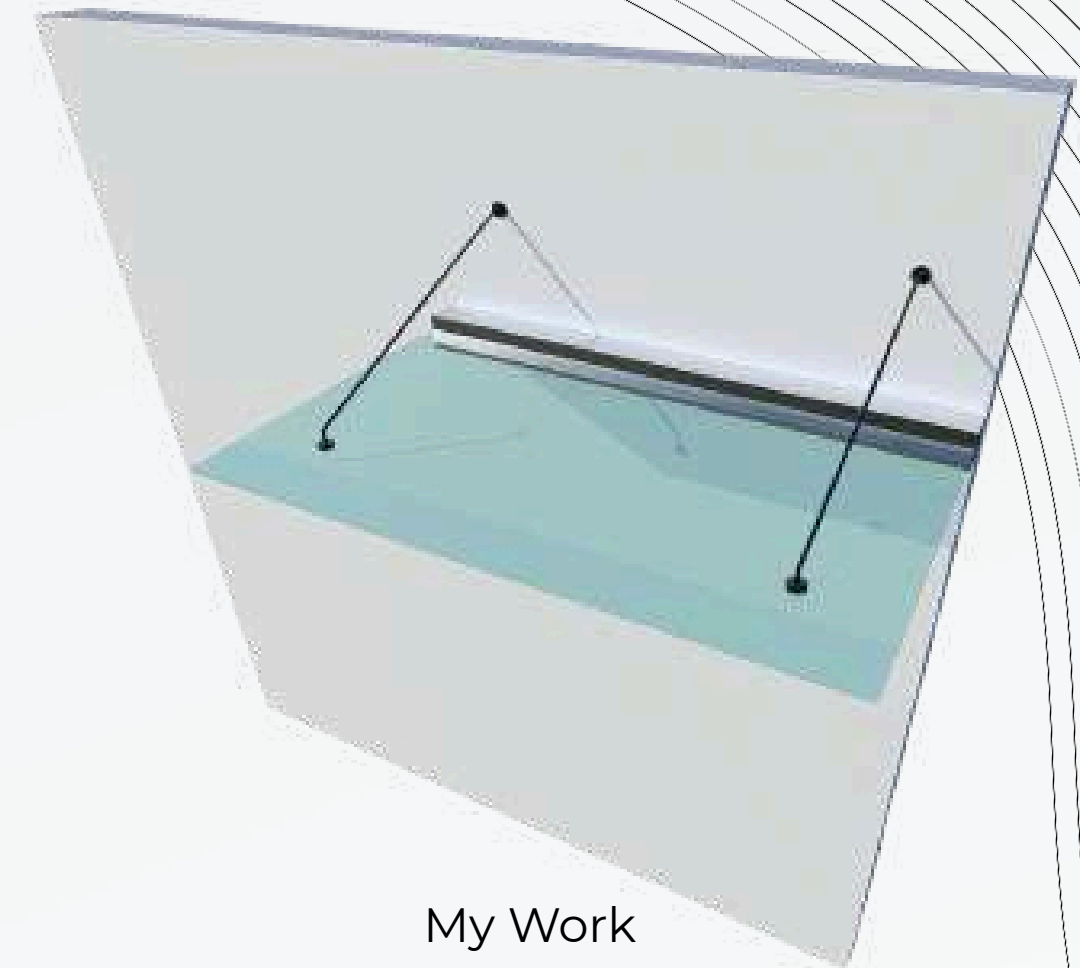
My Work - Sample B

My Work - Sample C



My 3D Renders and Final Product Rendered by the Design Team and sent to Client

Final Render provided by Oryx

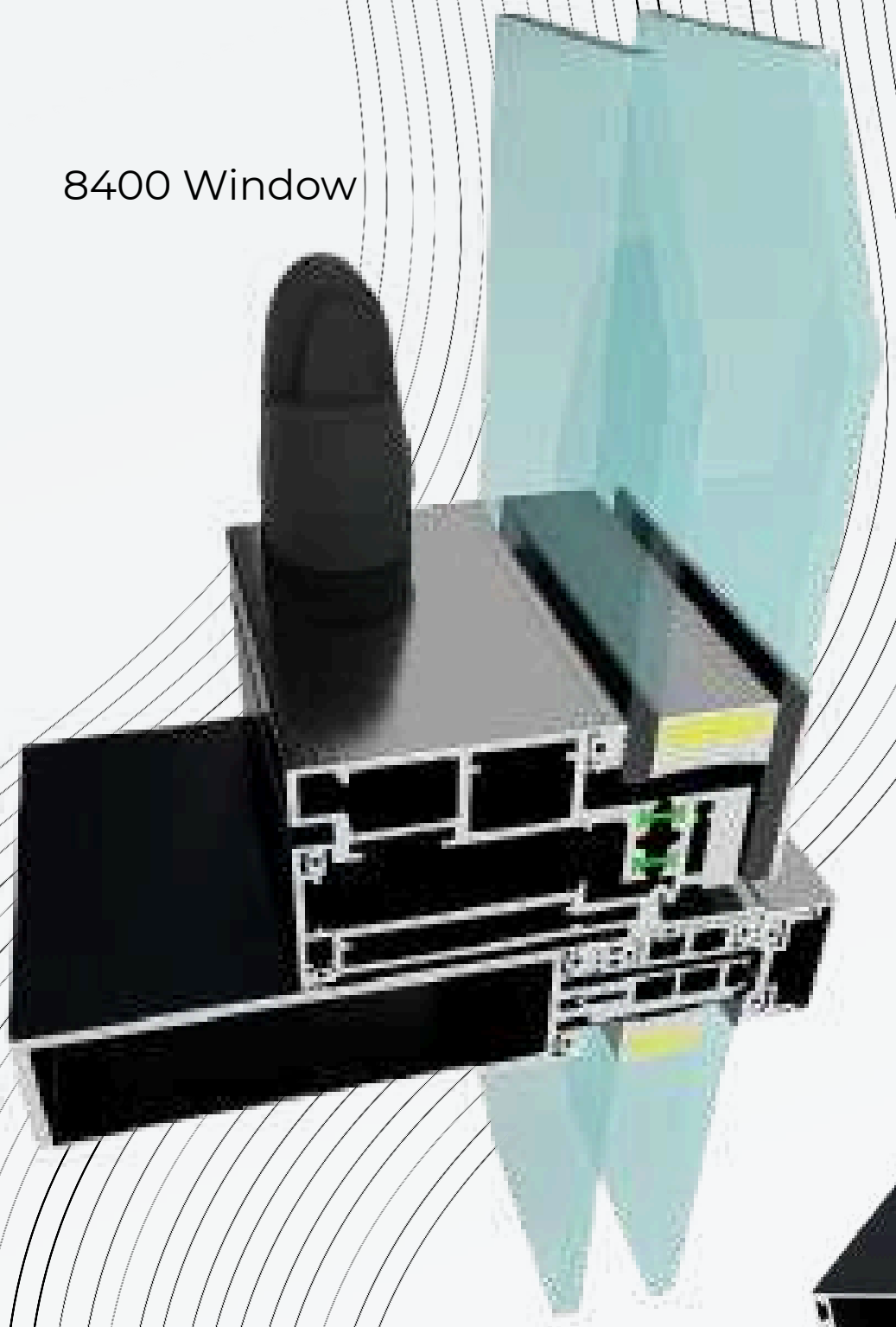


My Work

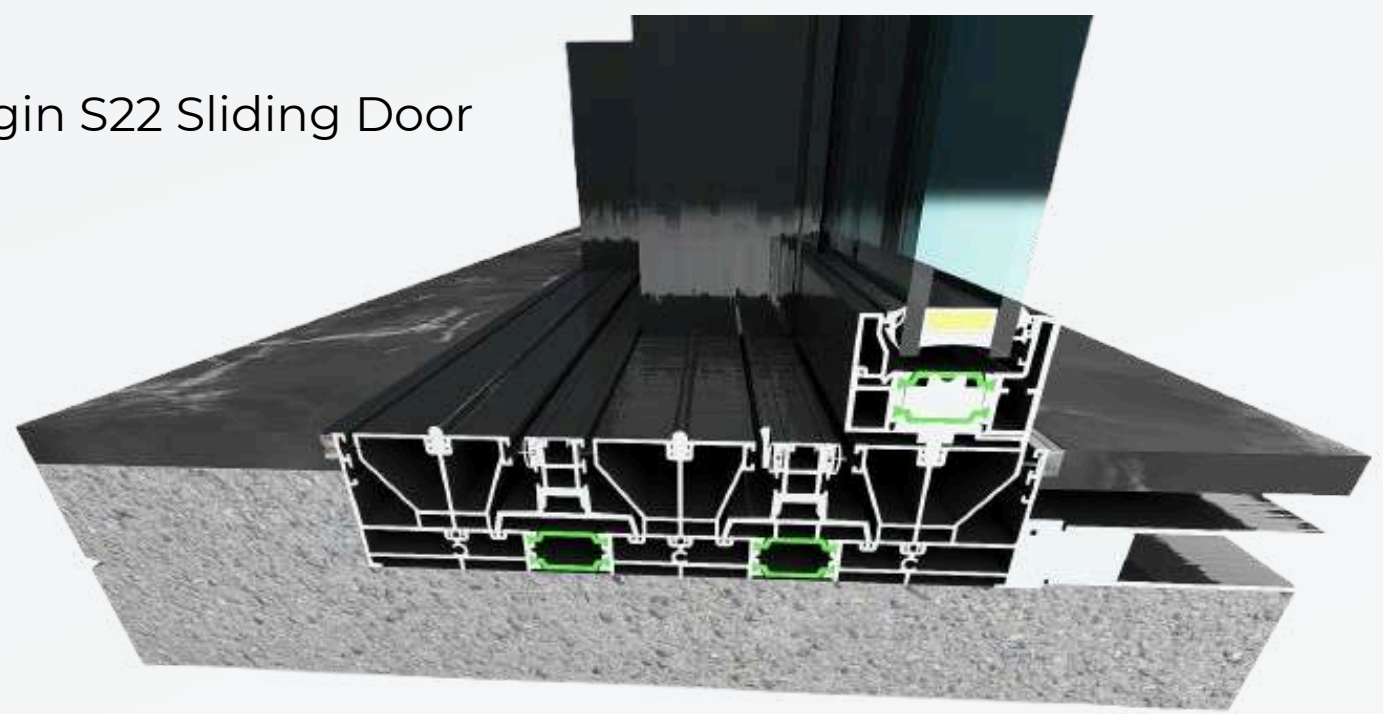


My 3D Models & Renders

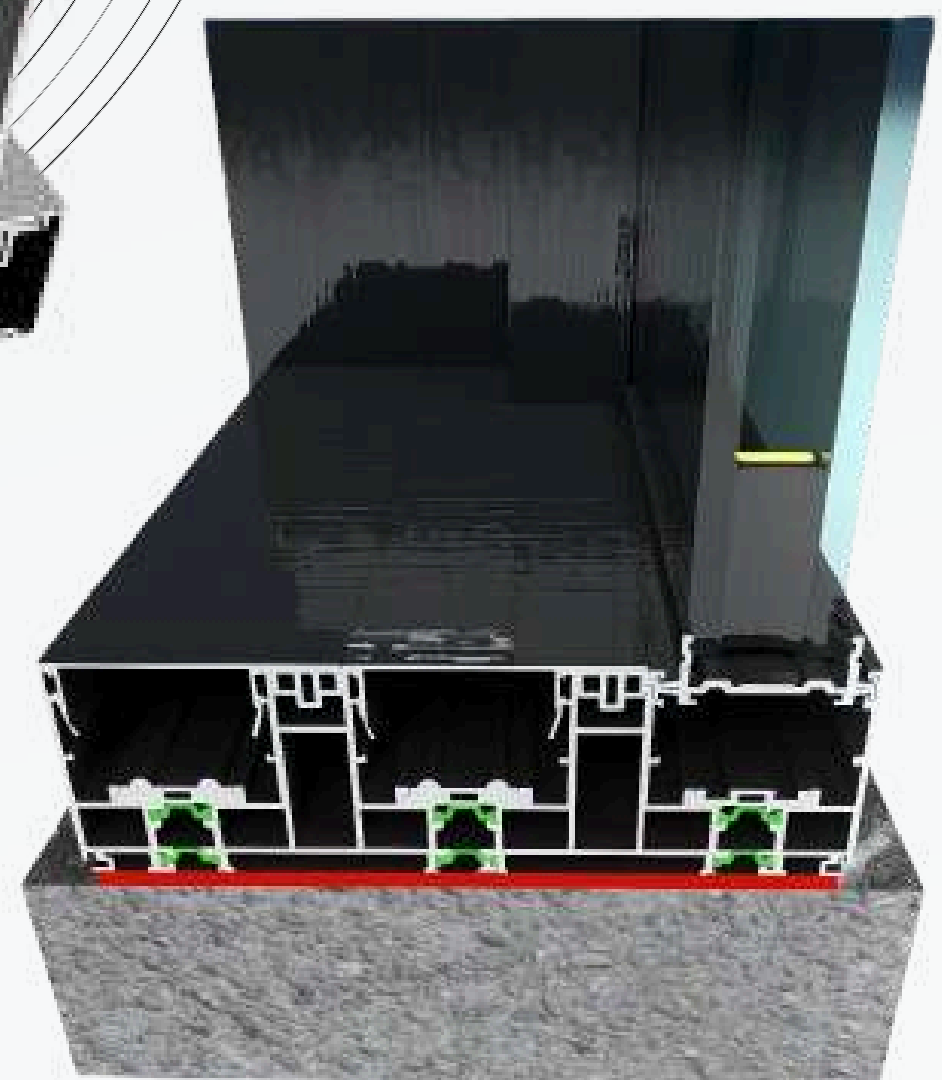
8400 Window



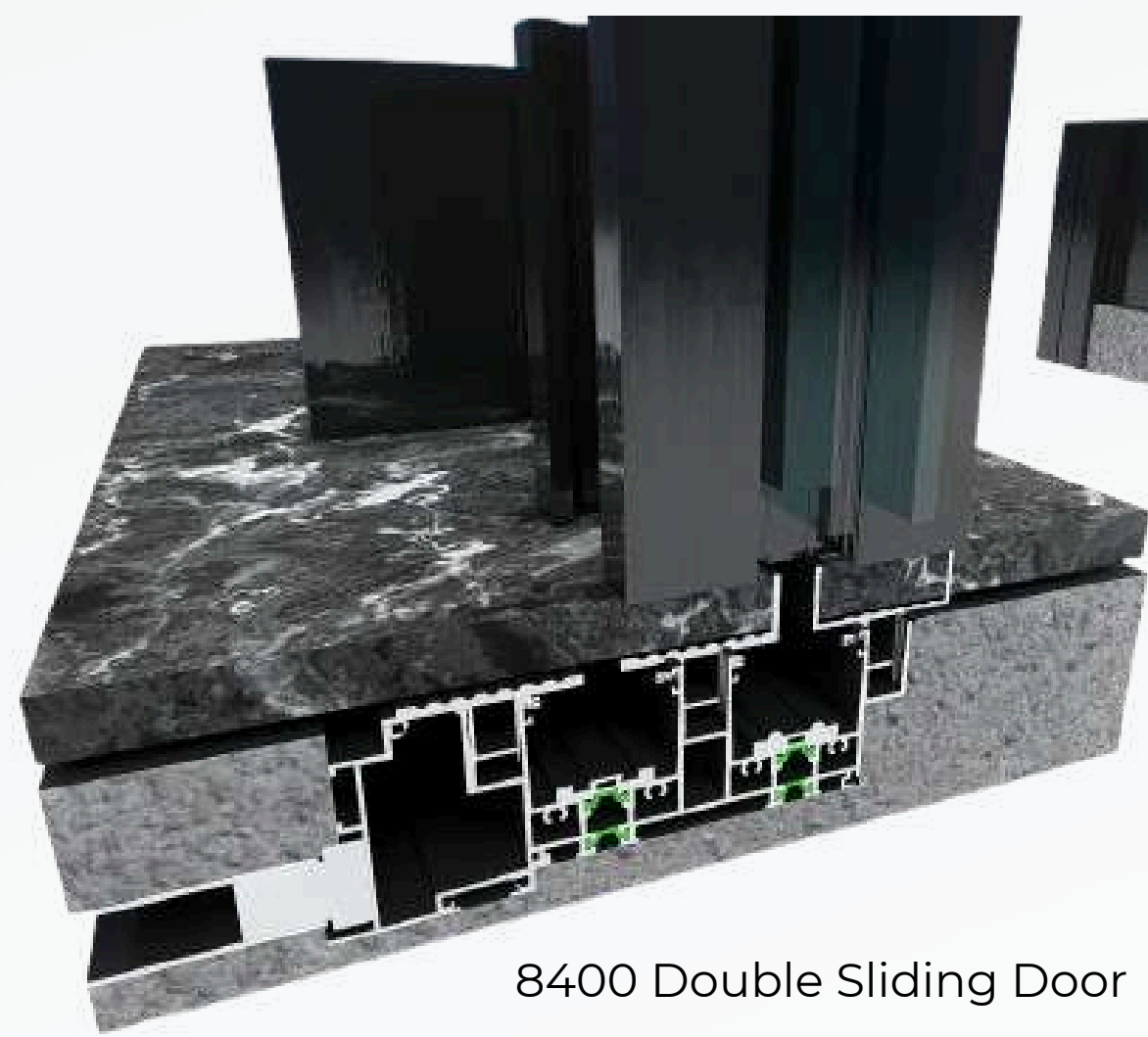
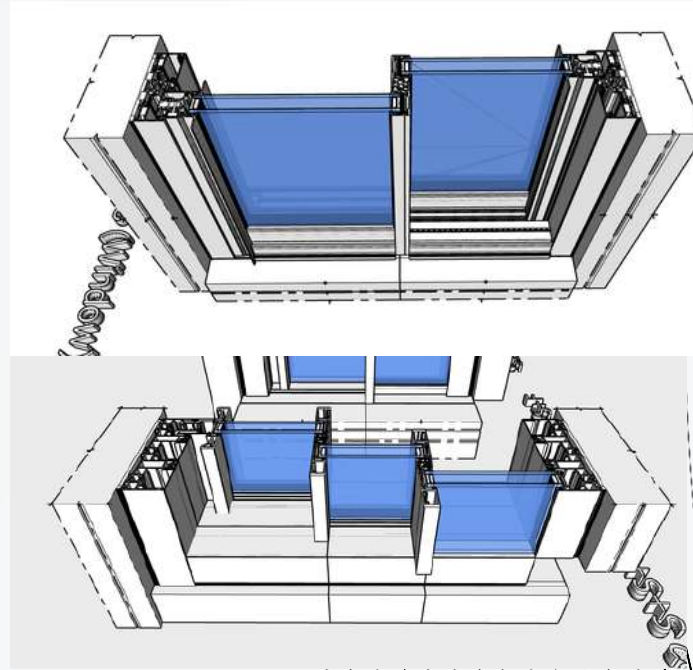
Origin S22 Sliding Door



Origin S22 Fixed Window

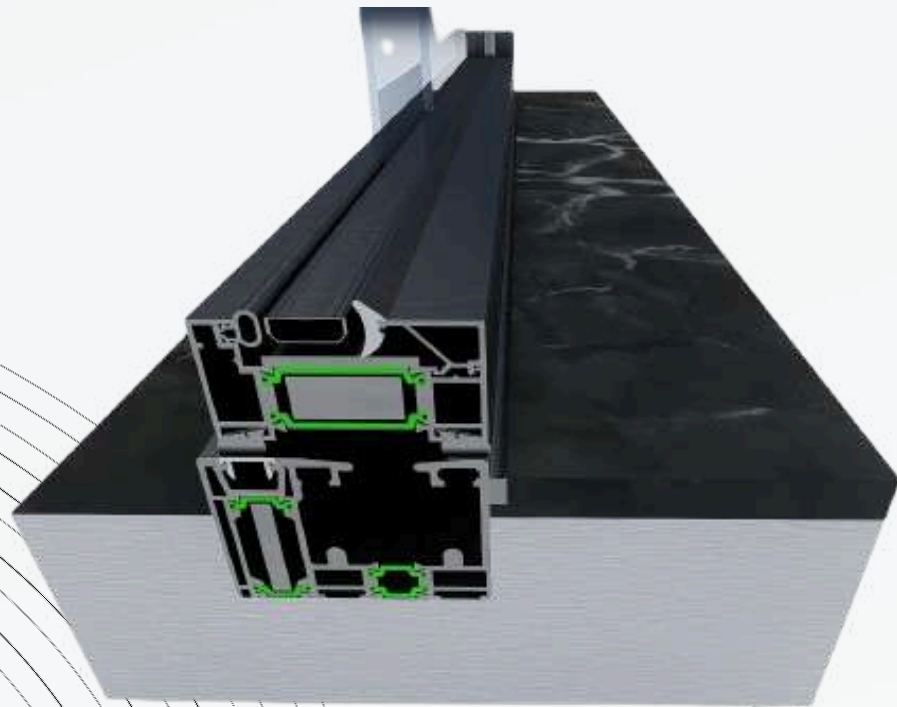
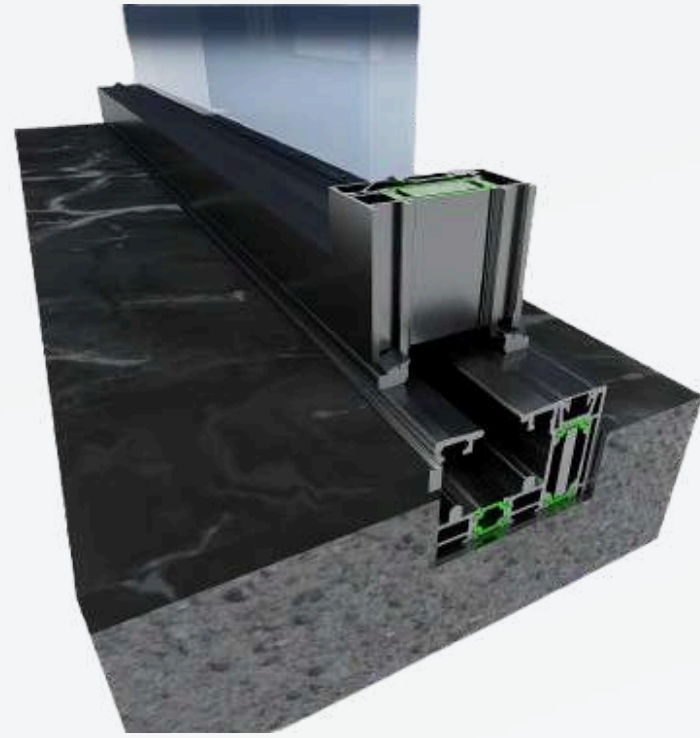


Sketchup 3D Models



8400 Double Sliding Door

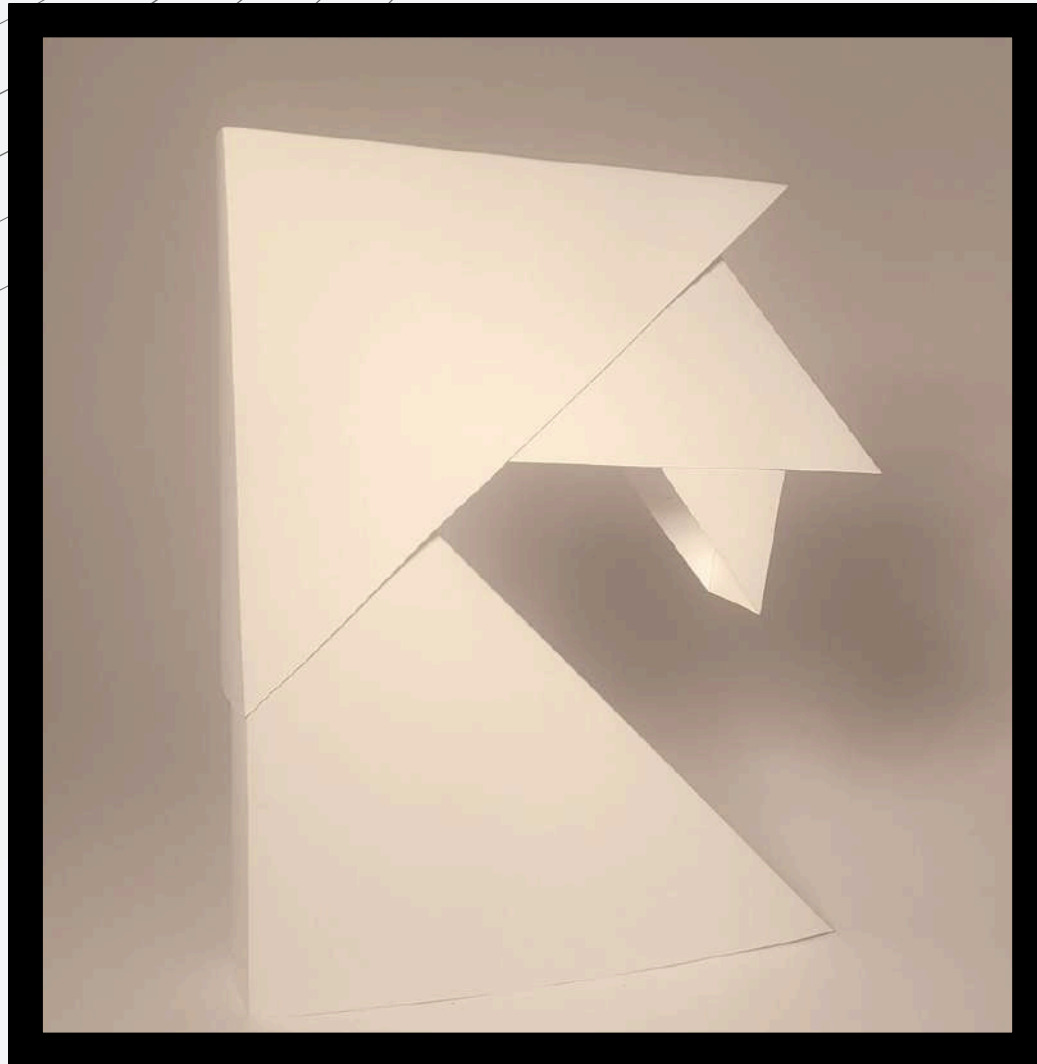
My 3D Models & Renders



Sophomore Year - Design a three-dimensional, light-based sculptural form that manipulates light to create ambiance and evoke emotion. The challenge encouraged students to experiment with light control through unique design concepts, exploring how light interacts with structure to transform both mood and space.



PROTOTYPES



Objectives:

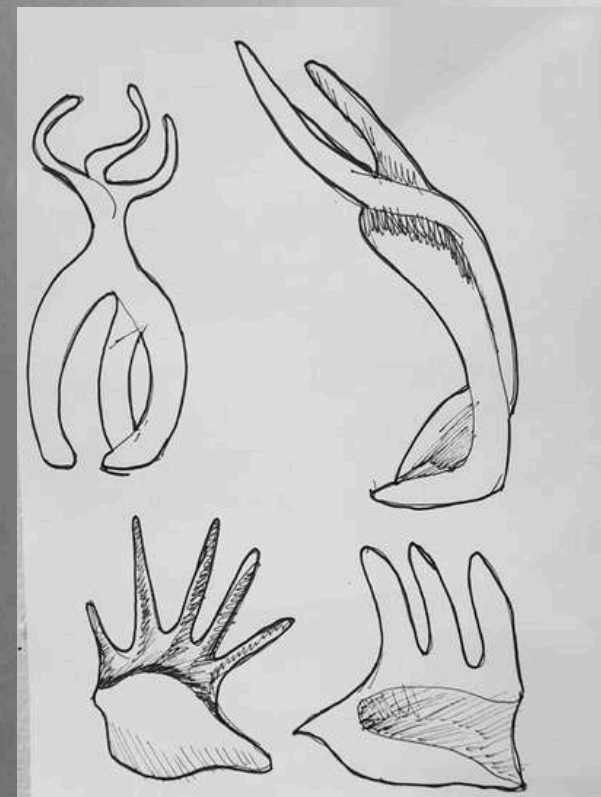
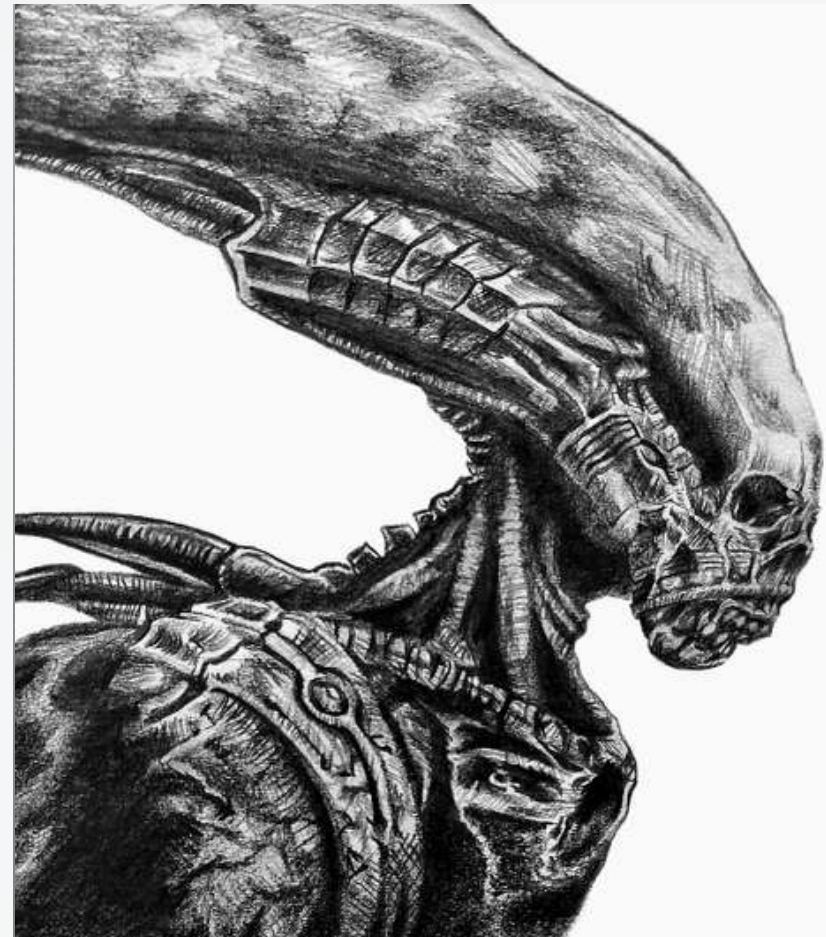
To produce a final model that demonstrates effective light manipulation, creating an intended atmosphere or emotional response. To present a well-constructed, three-dimensional form that balances both aesthetics and function. Showcase the evolution of their design through iterative experimentation, refining their approach to light and material.

IDEATION & FINAL

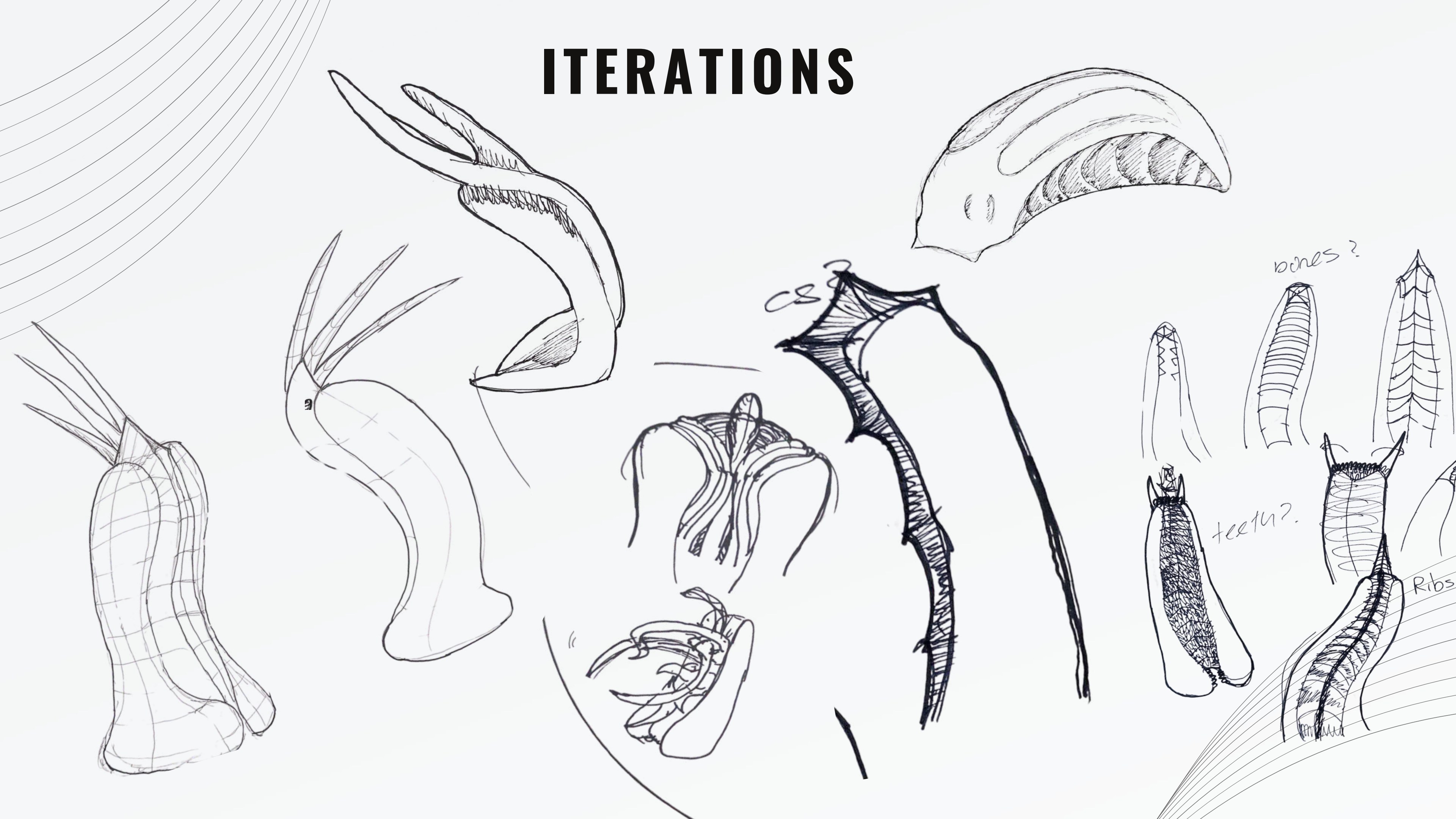


Sophomore Year - Monstrous Icon Trophy Design

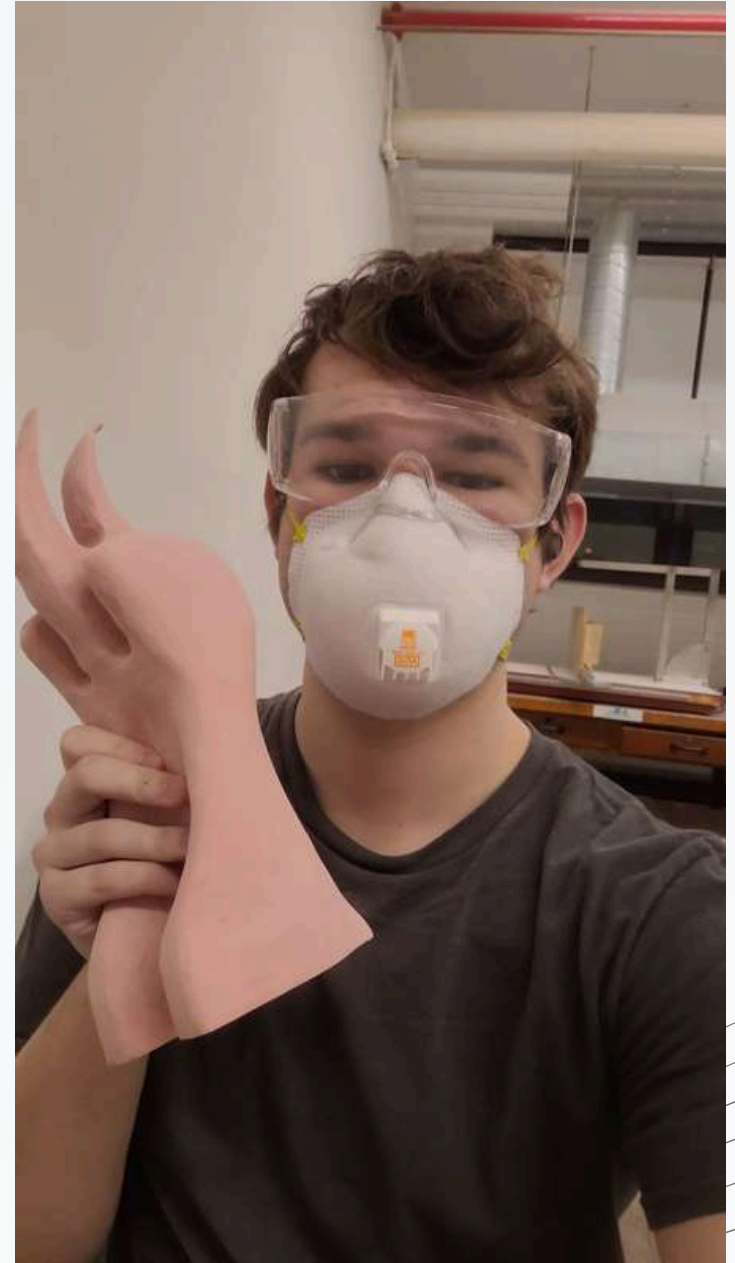
Design a trophy that captures the essence of monstrous icons without literal representation. This project focused on evoking the infamy, uniqueness, and discomfort traditionally associated with monsters, specifically designed for a costume design and animation award. The aim is to craft a form that is iconic, disturbing, and symbolic, embodying the atmosphere of horror genres without directly referencing specific monsters.



ITERATIONS



ITERATIONS



The design prioritized abstract, alien-like qualities over direct replication of monster forms. Inspired by artists like H.R. Giger and Junji Ito, the trophy will explore unsettling shapes, textures, and organic, irregular contours to convey a creature-like essence. Material choice is Gray Foam XY, allowing for textural manipulation through extensive sanding. This material's malleability will be used to create a trophy that appears as an otherworldly idol, with strategic curves and indentations enhancing its creature-like form.

THANK YOU

