

Name Patricio Luis Nusselder
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portfolio www.patricionusselder.nl
birthdate June 4th 1994
birthplace Capelle a/d IJssel, the Netherlands
nationality Dutch

Work experience

- 2016 Studio Muller Van Tol
Spatial and Product Design
Intern
- 2016 Atelier Gerda Steiner & Jorg Lenzlinger
Fine Arts
Intern
- 2016-present Studio Patricio Nusselder
Freelance Designer

Educational qualification

- 2012-2017 Design Academy Eindhoven
Department Public-Private
Bachelor Of Arts
- 2015 Polytechnic University of Hong Kong
Spatial Design & Product Design
Guest Semester
- 2014 Royal Danish Academy of Fine Arts Copenhagen
Spatial Design Perception and Detail (Master Degree)
Guest Semester
- 2010-2012 Atheneum College Hageveld (the Netherlands)
Double profile diploma: Health science & Technical science
Pre-University Education (VWO)
- 2006-2010 El Pinar de Nuestra Senora del Sagrado Corazon (Spain)
Highschool (Educacion Secundaria Obligatoria)

Graduation Work & Dissertation

- 2017 “Excavated Landscapes”
Design Proposal for a structure reflecting the history of peat extraction in the landscape of Drenthe.
Graduation Project - Design Academy Eindhoven
- 2017 “Demolish with Care”
Proposal for the reinterpretation of elements from the to be demolished Dijkzigt building as a green courtyard for the Erasmus Hospital.
Graduation Project - Design Academy Eindhoven
- 2016 “Living in a Dream”
Speculative essay on how the relentless exposure of us to digital screens in current-day culture could be shifting our expectations for experiences in the physical world.
Publication - Design Academy Eindhoven

Extracurricular Activities

- 2015 Bi-City Biennale of Urbanism / Architecture - Shenzhen, China
Research and Exhibition
Design Academy Eindhoven / PolyU Hong Kong
- 2015 “Working in a Grid” Minor
Space - Colour Methodology Research
Design Academy Eindhoven

Competences

- Languages Spanish, English, Dutch and Catalan on an advanced level.
- Computer Programmes Advanced: Illustrator, Photoshop, Rhino, Sketch Up, Indesign, Premiere, Ableton, Muse, Mic. Office.
Basic: Arduino, After Effects, Dreamweaver.
- Workshop tools Familiar with all commonly used tools for product prototyping in metal, wood, plastics, ceramics, stone and textile.
- Skill Hands-on design development. Conceptualisation through modelmaking. Site-Specific work. Dealing with relationship Object-Space-Situation.