

# Lane

# Finley

Creative designer and fabricator, UCL graduate in Design for Performance and Interaction, with a strong mix of hands-on making and conceptual design. Trained as an engineer with a passion for creativity, I combine technical proficiency with artistic vision to deliver innovative, practical design solutions. Experienced in problem-solving, spatial design, and project management.

## CONTACT

Lanefinleydesign@gmail.com  
www.linkedin.com/in/lane-finley  
Lanefinleydesign.com  
Instagram: @lanefinleydesign

## EDUCATION

University College London  
2024 - 2025  
Bartlett School of Architecture  
MArch Design for  
Performance and Interaction

University of British Columbia  
2017 - 2022  
Bachelor of Applied Science  
Integrated Engineering  
Major: Mechanical  
Engineering  
Minor: Materials Engineering

## SOFTWARE

C, C++  
Fusion 360  
Cinema 4D  
Rhino  
Grasshopper  
Arduino  
TouchDesigner  
Processing  
Matlab  
InDesign  
Illustrator  
Premier  
Word  
Excel  
Powerpoint

## SKILLS

Carpentry  
Metalwork  
3D Printing  
Prototype Fabrication  
Public Speaking  
Creative Problem Solving  
Electronics Prototyping  
CNC/Laser Cutting

## PROJECTS

### **Indigo Pavilion - Triumph of Art**

Dec 2024 - July 2025

- Designed and fabricated The Indigo Pavilion, a temporal installation for Jeremy Deller and the National Gallery's Triumph of Art, exploring the contested histories of Trafalgar Square and the National Gallery through the story of indigo.
- Handcrafted a large-scale installation over two months, including four structures, 16 benches, and 32 hand-dyed fabrics; steam-bent 300+ wooden strips into 96 precise beams and dyed 100 m<sup>2</sup> of fabric by hand.
- Presented and pitched design concepts to Jeremy Deller and the National Gallery, leading iterative discussions to refine a transformative procession and shading installation.

### **Story of Redivs**

Sept 2025 - Dec 2025

- Crafted The Story of Redivs, combining speculative fiction and a kinetic installation to create an interactive narrative that immerses audiences in a story of discovery and survival.
- Engineered and fabricated a motor-driven torsion-rod mechanism and an Arduino-controlled inflatable system, integrating mechanical and electronic components for interactive kinetic movement.
- Designed and fabricated custom connectors, bearings, and bushings using lathe work and metal fabrication techniques to ensure structural integrity and smooth motion.

### **Portable Solar Air Conditioning Unit**

Sept 2021 - Apr 2022

- Utilized experimental data to compute thermodynamic and fluid mechanic equations, ensuring precise control of heat transfer and water flow outputs to meet specified requirements.
- Designed housing in SolidWorks that accounted for printing time and material geometry limitations, integrating components into a comprehensive assembly for final product realization.
- Conducted quarterly demonstrations of functional prototypes, sparking engaging technical dialogues on engineering intricacies and entrepreneurial opportunities surrounding the project.

## WORK EXPERIENCE

### **Associate Sales Engineer - Kyocera International**

Aug 2023 - June 2024

- Developed and maintained strong relationships with key decision-makers within client organizations through traveling for customer meetings to win new projects.
- Participated in industry events, conferences, and trade shows to promote company products and services, increasing brand visibility and expanding the customer base.
- Acted as a liaison between the engineering team and customers, gathering feedback to drive product improvements and ensure customer satisfaction even during unforeseen obstacles.