

# ADAM M. HURST

## INDUSTRIAL & MARINE DESIGNER

**BIO:** I am a passionate Industrial & Marine Designer with a strategic and innovative approach to design. Meticulous attention to detail and a commitment to quality, coupled with strong communication and collaboration skills. Thrives under pressure and continuously seeks out a continuous path of learning and professional growth.

### CONTACT

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### SKILLS

- Attention to detail
- Critical Thinking
- Communication Skills
- Time Management
- Management
- Adaptability
- Team Work

### TECHNICAL SKILLS

- Rhino 3D
- Keyshot
- AutoCAD
- Ship Constructor
- Navis Works
- Microsoft Office
- Hand Sketches
- Prototyping
- Contextual Research

### EXPERIENCE

#### Marine Designer

July 2023 - Present

Total Tek - Contract

- Currently developing secondary hull structures within the hull of the OPC project. Utilizing Ship-constructor, AutoCAD while collaborating with engineers and cross platform specifications to develop all deliverables for the shipyard.

#### Marine Designer

Apr 2023 - Present

Freelance-Contract

- Currently developing exterior hull model, while additionally creating concept general arrangements to further develop the project. This is being created within Rhino 6

#### Marine Designer II

Mar 2022 - July 2023

Gibbs & Cox - Contract

- Developed technical data packages ,drawings for JPB. Assisted in remodeling JPB model by remodeling structural details, while utilizing Rhino, Ship Constructor & AutoCAD.
- Currently assisting in designing and drafting assembly packages for FFG 62 hull modules, while utilizing Ship constructor and Navis.
- Working alongside engineers to help further develop drawing packages for delivery.
- Assisting in training new team members.

#### Conceptual Designer

Jan 2023 - Mar 2023

Freelance-Contract

- My main tasking was to develop hand sketches for initial interior, floor plans, art work which would later be fleshed out into a model for in-game use.
- Utilizing Rhino 6 to help create initial digital visualizations for three dimensions allowed progress to further.

## **Marine Designer I**

**Jan 2021 - Feb 2022**

BMT Designers & Planners

- As a Structural Designer on the Maneuver Support Light Vessel project, I successfully translated complex structural models into production-ready drawings.
- Extensive cross-collaboration with team members and the coordination of extensive data exchange among multiple contributing parties to ensure timely and accurate completion of the project.

## **Marine Designer I**

**Aug 2020 - Jan - 2022**

Newport News Shipbuilding

- As a member of the design team, I analyzed and extrapolated data to develop production-ready models and plans for the grating and handrails aboard CVN 79 and CVN 80. This enabled me to guide the project from conception to completion.

## **Freelance Designer**

**Nov 2019 - Dec 2019**

Royal High Entertainment-Contract

- I was tasked to define and develop a conceptual interior design layout for a speakeasy to be used in game play. This process utilized hand sketching, Rhino 6, which would be then translated into the game development engine for further development.

# **EDUCATION**

## **BACHELOR OF FINE ARTS IN INDUSTRIAL DESIGN & MARINE DESIGN**

SAVANNAH COLLEGE OF ART AND DESIGN

## **CERTIFICATIONS**

### **UX Design| Foundations of User Experience (UX) Design**

ISSUED Aug 2022- COURSERA

### **CERT PREP | SCRUM MASTER**

ISSUED JAN 2022- LINKED IN LEARNING

### **RHINO 6 | ESSENTIAL TRAINING**

ISSUED NOV 2021- LINKED IN LEARNING

### **RHINO 6 | FILE MANAGEMENT & PROTOTYPING**

ISSUED NOV 2021- LINKED IN LEARNING

### **ENGINEERING DRAWINGS FOR MANUFACTURING**

ISSUED JULY 2021- LINKED IN LEARNING