# **Job title:** Product Designer

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| **Job title:**  (Also known as Industrial designer, 3D designer, prototype designer, inventor) | Product designers create new products and improve existing ones. |
| **Routes and Entry requirements:** | **University**  You could do a foundation degree, higher national diploma or degree to get into this career. Useful subjects include:   * design * product design * industrial product design * engineering   You could also do a course covering a particular industry, which has design options. Examples include automotive engineering and furniture design.  You'll usually need:   * 1 or 2 A levels, or equivalent, for a foundation degree or higher national diploma * 2 to 3 A levels, or equivalent, for a degree   **Apprenticeship**  If you're working in the furniture industry, you may be able to start on a furniture product developer advanced apprenticeship.  You could also do a product design and development degree apprenticeship.  You'll usually need:   * 5 GCSEs at grades 9 to 4 (A\* to C), or equivalent, including English and maths, for an advanced apprenticeship * 4 or 5 GCSEs at grades 9 to 4 (A\* to C) and A levels, or equivalent, for a degree apprenticeship |
| **Skills required:** | You'll need:   * design skills and knowledge * knowledge of engineering science and technology * the ability to come up with new ways of doing things * to be thorough and pay attention to detail * analytical thinking skills * persistence and determination * the ability to use, repair and maintain machines and tools * thinking and reasoning skills * to be able to use a computer and the main software packages competently |
| **What you'll do:** | In your day-to-day duties you could:   * discuss what your client wants * investigate how existing products work or how services are used * develop ideas and make initial sketches or outline plans * decide on suitable materials or resources * use computer design software to produce detailed blueprints * make samples or working models, known as prototypes * test and refine designs |
| **What you’ll earn:** | £19,000 Starter *to* £50,000 Experienced |
| **Working hours, patterns and environment:** | * Typical hours (a week) 40 - 42 * You could work evenings/weekends occasionally * You could work in a workshop, in a creative studio or in an office. |
| **Career path and progression:** | With experience, you could progress to senior designer, then creative director.  You could also move into project management or design management. |

