# **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
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| **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
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| **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
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| **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.
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| **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. |

