

## Jack Lennie

Jack@jacklenniedesigner.com

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Experienced Mechanical Design Engineer and Product Designer skilled in design, project management, team leadership, and effective communication within a fast-paced and dynamic industry.

In my role, I collaborate closely with art directors and film directors to understand their desired effects, translating them into innovative designs. I excel at managing a team of designers and coordinating with workshop personnel to ensure the safe and timely manufacturing of rigs that bring these effects to life on set. I take responsibility for overseeing test procedures, motion control safety testing, as well as the risk assessment and sign-off processes in the Health and Safety department.

I thrive on working with departments that have a clear vision of the final output but seek my expertise to determine the best approach. This collaborative process, which evolves throughout the project, not only leads to satisfying outcomes but also fosters ongoing discussions and a thorough understanding of the project's objectives.

### Experience:

**Special effects Consulting senior design engineer** – The Acolyte – Lucas Film

Contract: July 2022 – July 2023

**Special effects Lead senior design engineer** – The Acolyte – Lucas Film

Contract: May 2022 – July 2023

**Special effects Lead senior design engineer** – Kraven the Hunter – Sony Films

Contract: Aug 2021 – May 2022

**Special effects Lead senior design engineer** – The Marvels - Marvel Films

Contract: Jan 2021 – Aug 2021

**Special effects Consulting senior design engineer** – The School for Good and Evil - Netflix

Contract: Oct 2020 - Dec 2020

**Special effects senior design engineer** – Jurassic World: Dominion- Universal Pictures

Contract: Feb 2020 - October 2020

**Lead mechanical design engineer and consulting designer** - Untitled motorcycled London

Contract: Jan 2020 – Apr 2022

**Special effects Lead senior design engineer** - The Midnight Sky - Netflix

Contract: Aug 2019 - Feb 2020

**Special effects senior design engineer** – Black Widow - Marvel Films

Contract: Feb 2019 - Aug 2019

**Special effects design engineer** - Artemis Fowl (Additional Photography) - Disney Films

Contract: Jan 2019 - Feb 2019

**Special effects design engineer** - Hobbs and Shaw - Universal Films

Contract: June 2018 -Dec 2018

**Special effects desinger** - Artemis Fowl - Disney Films

Contract: Oct 2017 - June 2018

**Special effects desinger** - Fantastic Beasts - Warner Brother Films

Contract: March 2017 - Oct 2017

**Special effects desinger** - Justice League- Warner Brother Films

Contract: April 2016 - Nov 2016

**Special effects desinger** - Wonderwoman- Warner Brother Films

Contract: August 2015 - April 2016

### Reference

<https://www.imdb.com/name/nm8150627/>

## **Education**

### **Current:**

Master of engineering course - MEng  
Open university, Enrolled Part Time

### **Previous:**

1st Class Honours - Product Design BDes(Hons) Edinburgh Napier univeristy, Graduated July 2015.  
Product Design, Oslo and Akershus university, Jan - Jun 2014.

## **Key Skills**

Crew Management, 4-7 members of staff – 4 years  
Autodesk Inventor - 5 Years Experience, Including FEA, Dynamic simulation, Beam analysis.  
Solidworks - 14 years' experience - CSWA certified.  
Manufacture drawings and drafting to BS8888.  
Rhino 3D Modeling - 6 years' experience.  
Engineering mathmatic - Hand calculatons, Math Cad, Excell spreadsheets.  
Sketching, Ideation, and Presentation/ Communication images.  
MS Office - Word, Excell, Powerpoint.  
Adobe creative - InDesign, Photoshop, Illustrator.  
Working knowledge of IS / BS EN standards required for wide array of design tasks.  
Kuka robot control - Pheonix control Trained.  
Master Cam/ Robot Master - Kuka CNC Trained.

## **Interests**

Weightlifting  
Powerlifting  
Strongmen sports  
CrossFit