

Paul is a Product Designer and Fusion360 expert for Autodesk. Having studied architecture and infrastructure planning, he then moved into working for himself, setting up a company that championed 3D printing technologies, working on art installations, music videos, product design, and technical innovations in the 3D printing industry. Now Paul works with other product designers under the Autodesk banner to help start ups develop and realize their ideas. Paul specializes in prosthetic design and Open Source hardware design, having created the worlds first 3D printed performance prosthetic to be used at the Rio Paralympics.