

# PORTFOLIO

Elias Griening



# Functional design, technology curious & lots of creativity.

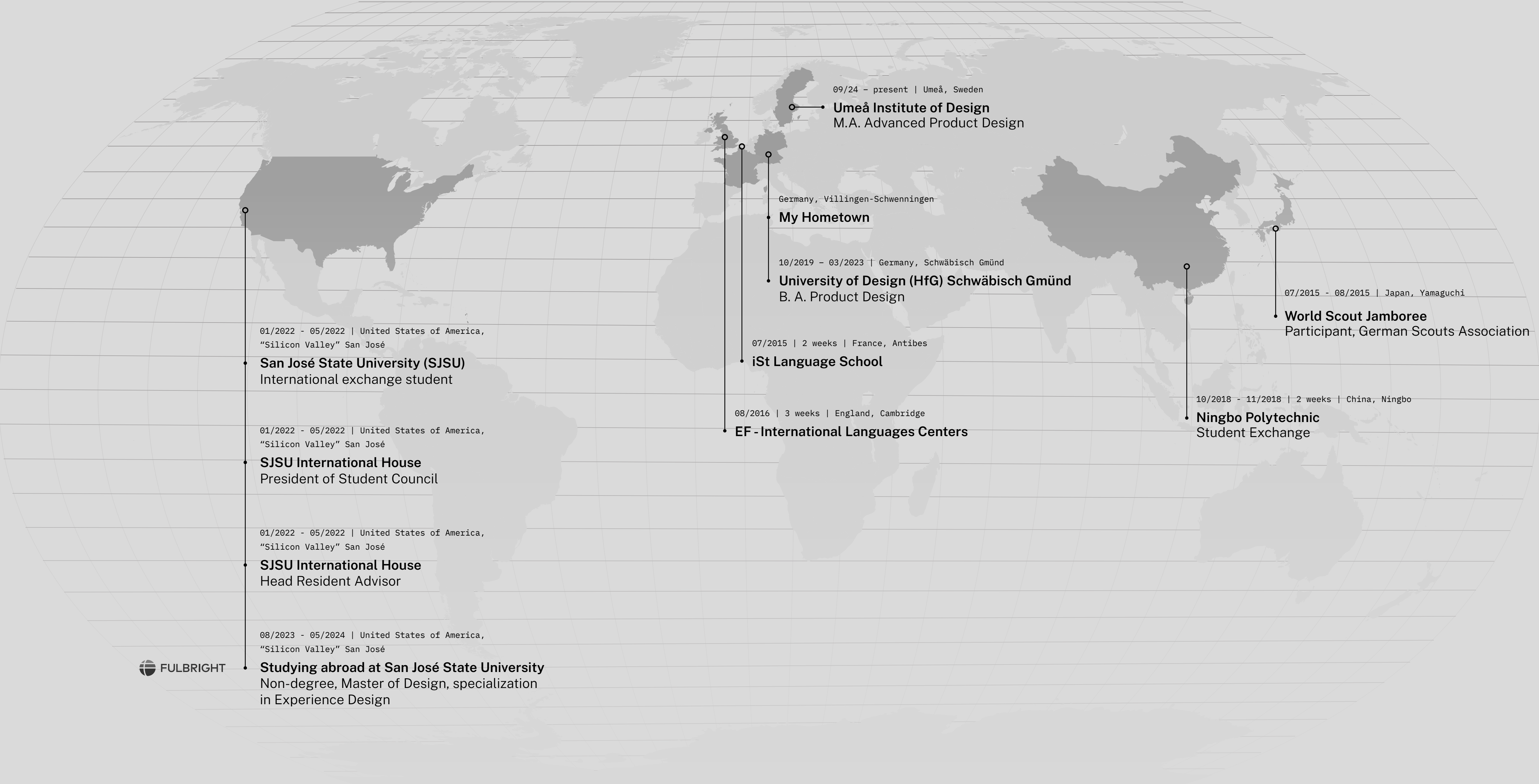
Welcome! I am Elias, a 25 year old student in the first year of Umeå Institute of Designs Master of Advanced Product design. I graduated with a bachelors degree in Germany. After, I spent one year in the United States studying Experience Design on a graduate level with a Fulbright scholarship.

In this portfolio you can expect works that demonstrate the following: My focus is on developing user-centered and relevant design solutions. I follow technological advancements closely and am curious about finding ways for its meaningful applications. I am driven by a functional design philosophy, but also have a high emphasis on aesthetics and details.



Elias Grieninger  
› Graduating 2027

# Experiences around the world





PRIZMA

AR Gas mask for environmental crime investigation.



Habitat

Reinforcing good habits and promoting less screentime.



Powered Scrubber

An electric scrubber for HOTO with focus on manufacturing.



Connect 4

A quick 10-hour design sprint designing an accessory for the phone brand NOTHING.

Project length: 12 weeks  
When: 2024  
Team: Artyom Shpagin  
University: Umeå Institute of Design

01

# PRIZMA

Smart gas mask for environmental  
crime scene investigation



Official collaboration with  
the swedish police



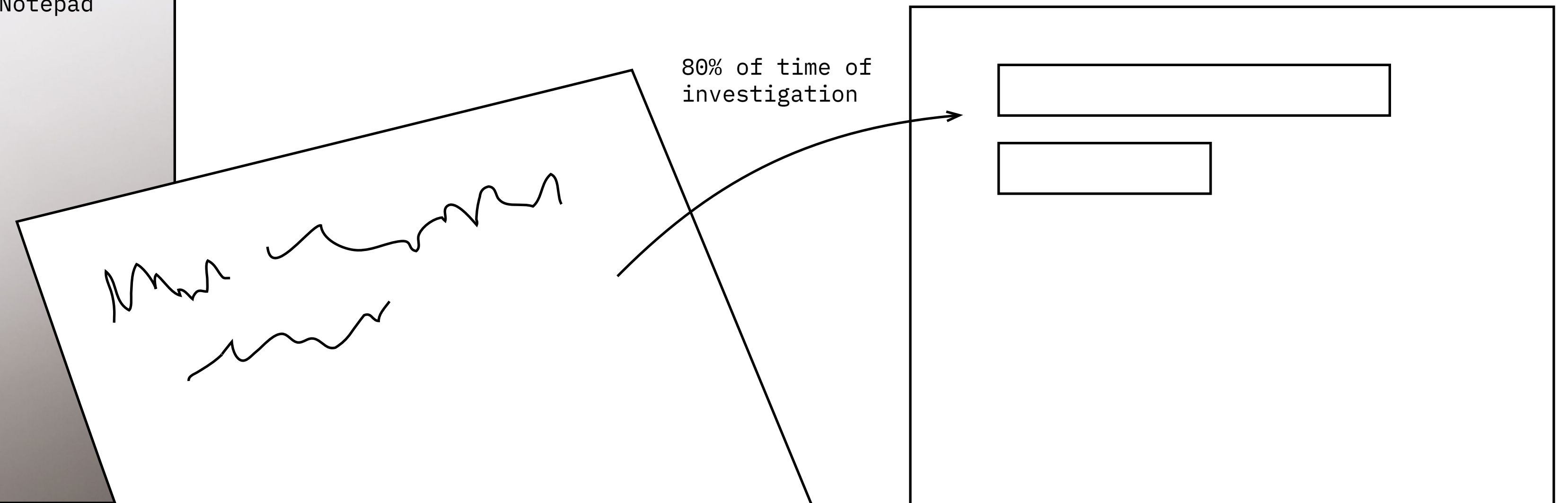
Pencil

Handwritten  
label

Notepad

“We are still taking notes with pen and paper and then need to transfer them to the computer [in the police station].”

Stated in our interview by  
Crime Scene Investigator



“We cannot use forensic glasses  
[to detect traces under UV light]  
with the full-face mask.”

Crime Scene Investigator



“Very often these headlights come  
off when we wear them on a helmet.”

Crime Scene Investigator



PRIZMA eliminates the need of  
analouge documentation equipment...



Soft face seal,  
Sturdy shell

Weight distribution  
across five straps

Integrated lights



Helmet compatible

Highly adjustable for  
comfort and safety

Full face coverage

...by integrating augmented reality into a gas mask

“It would be nice if we could talk without needing to shout across spaces or rely on external systems that everyone can hear.”

Crime Scene Investigator



Space for ponytail



Directional Speaker

Improved communication.

Slimmer filters, close to the face.

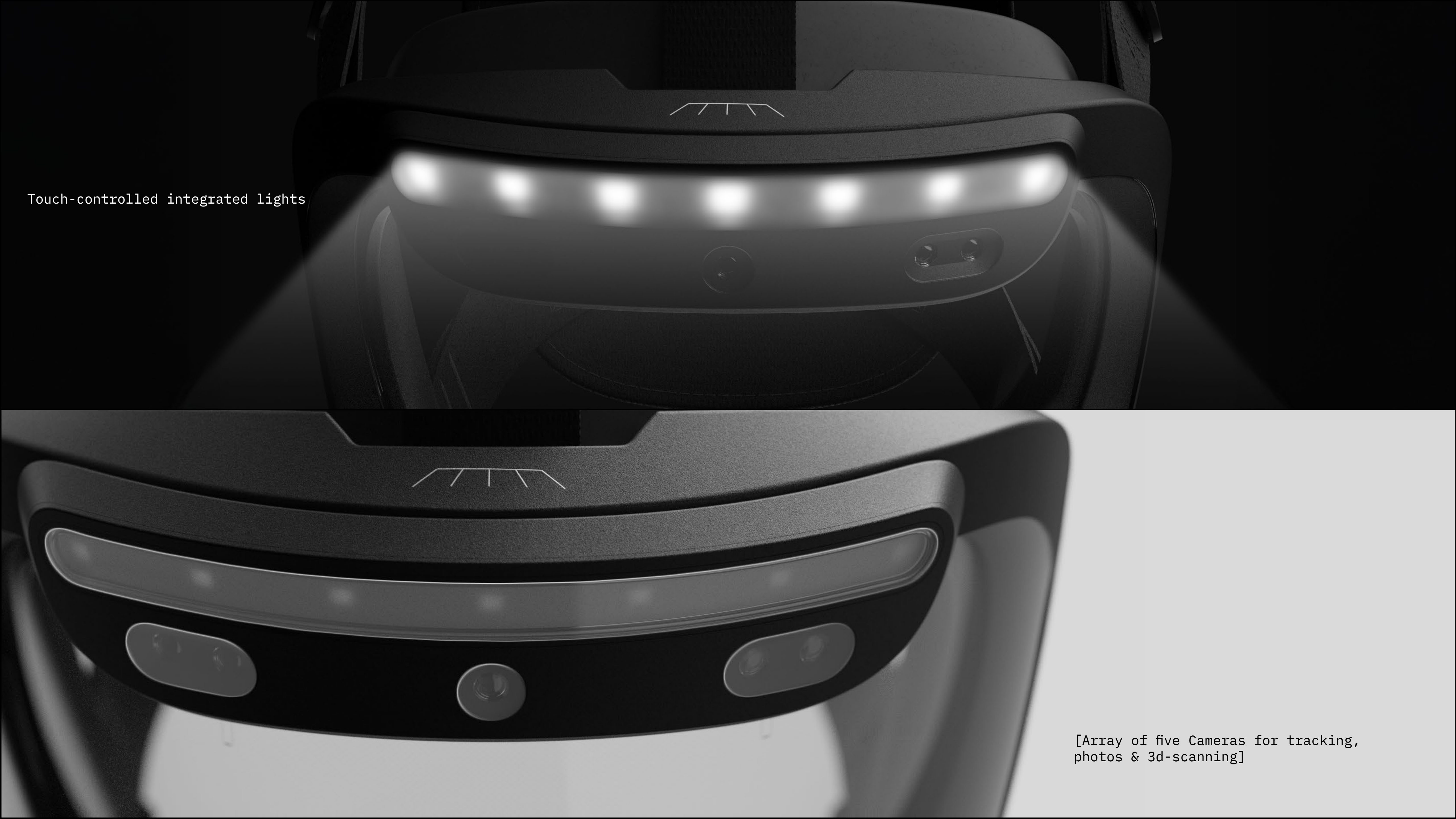


Release filter

Slim filters reduce the experienced weight by sitting closer to the face

Improved agility and reduced weight.

Touch-controlled integrated lights



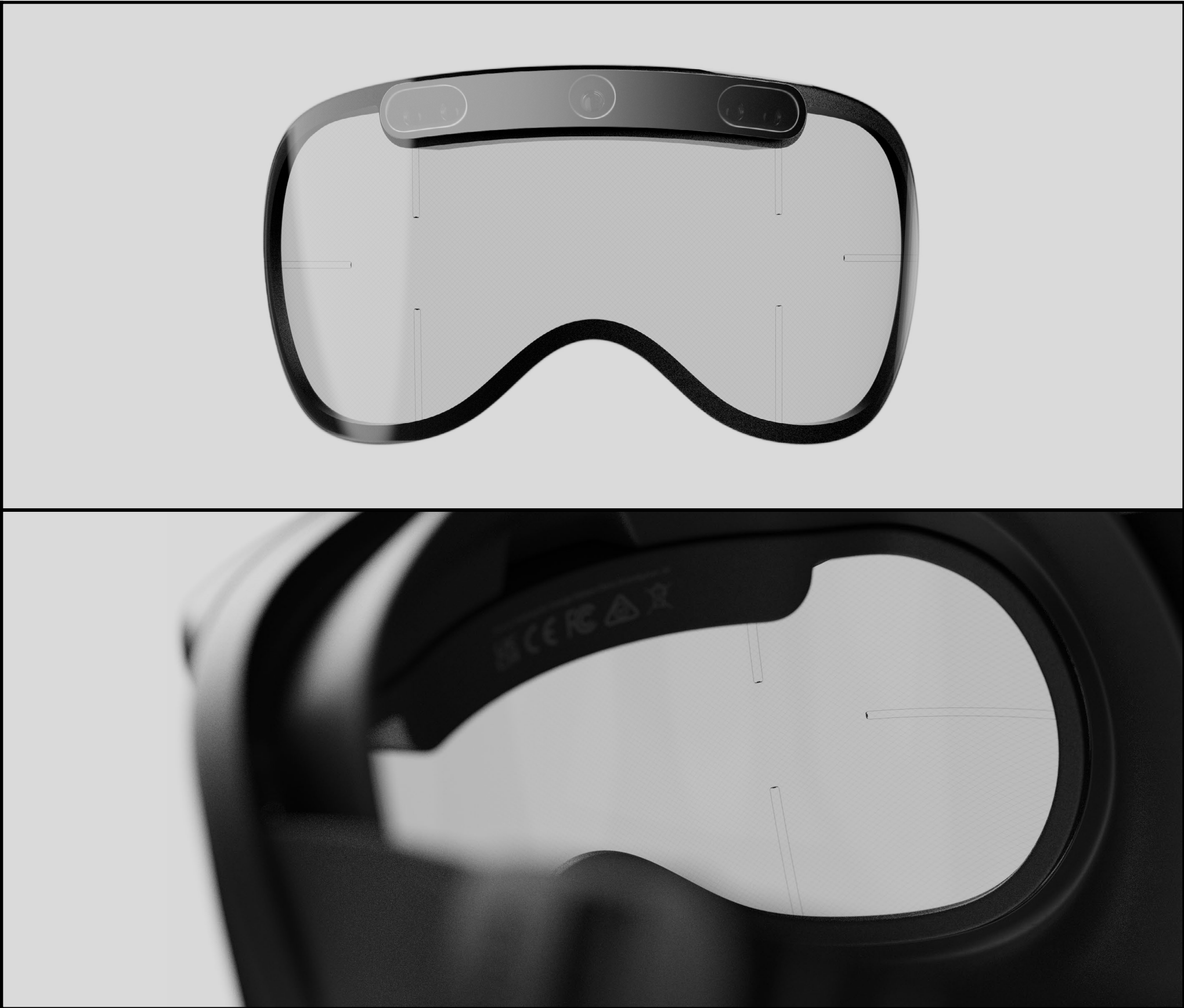
[Array of five Cameras for tracking,  
photos & 3d-scanning]

# Removable augmented reality glasses on the inside

One waveguide display covering each eye

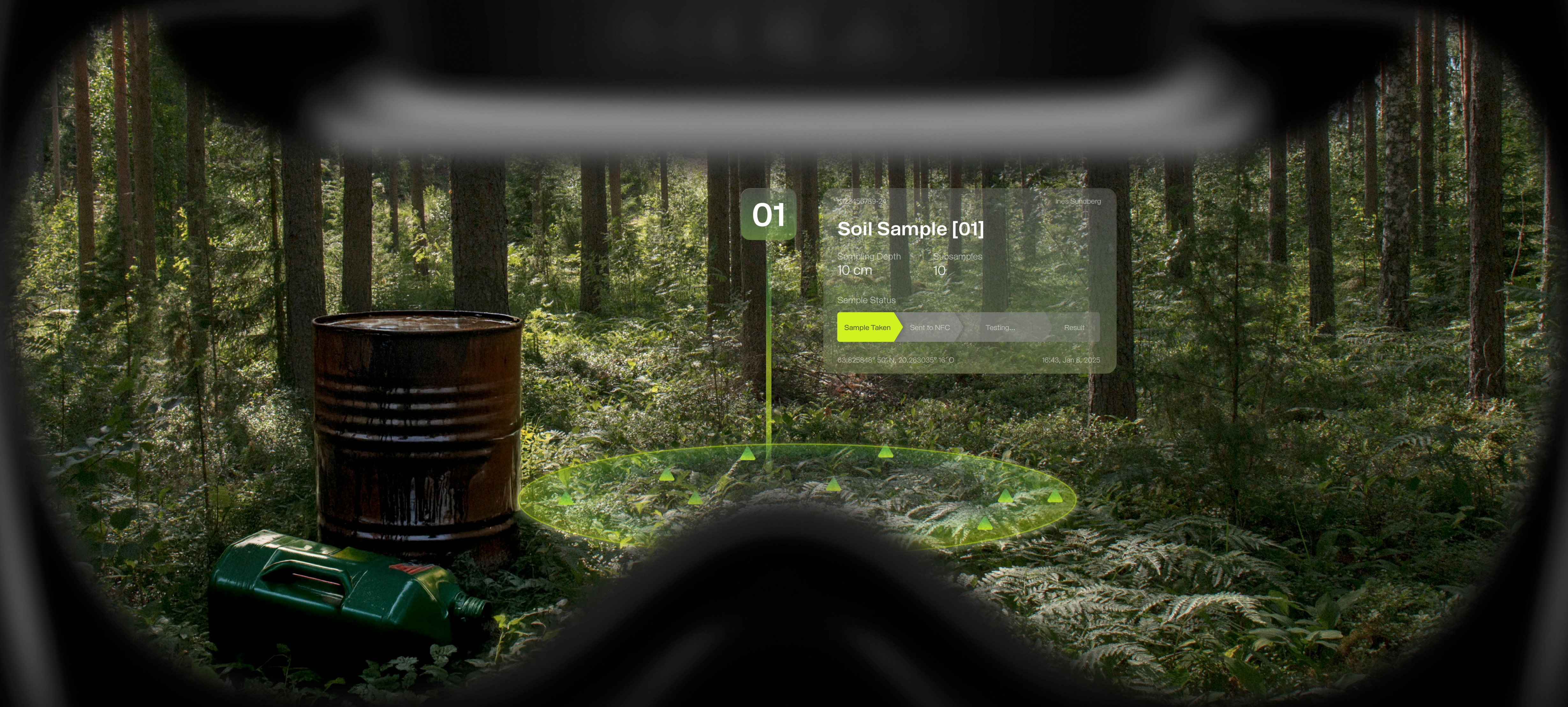


120° field of view



Removable for cleaning and maintenance

# Change the way crime scenes are documented

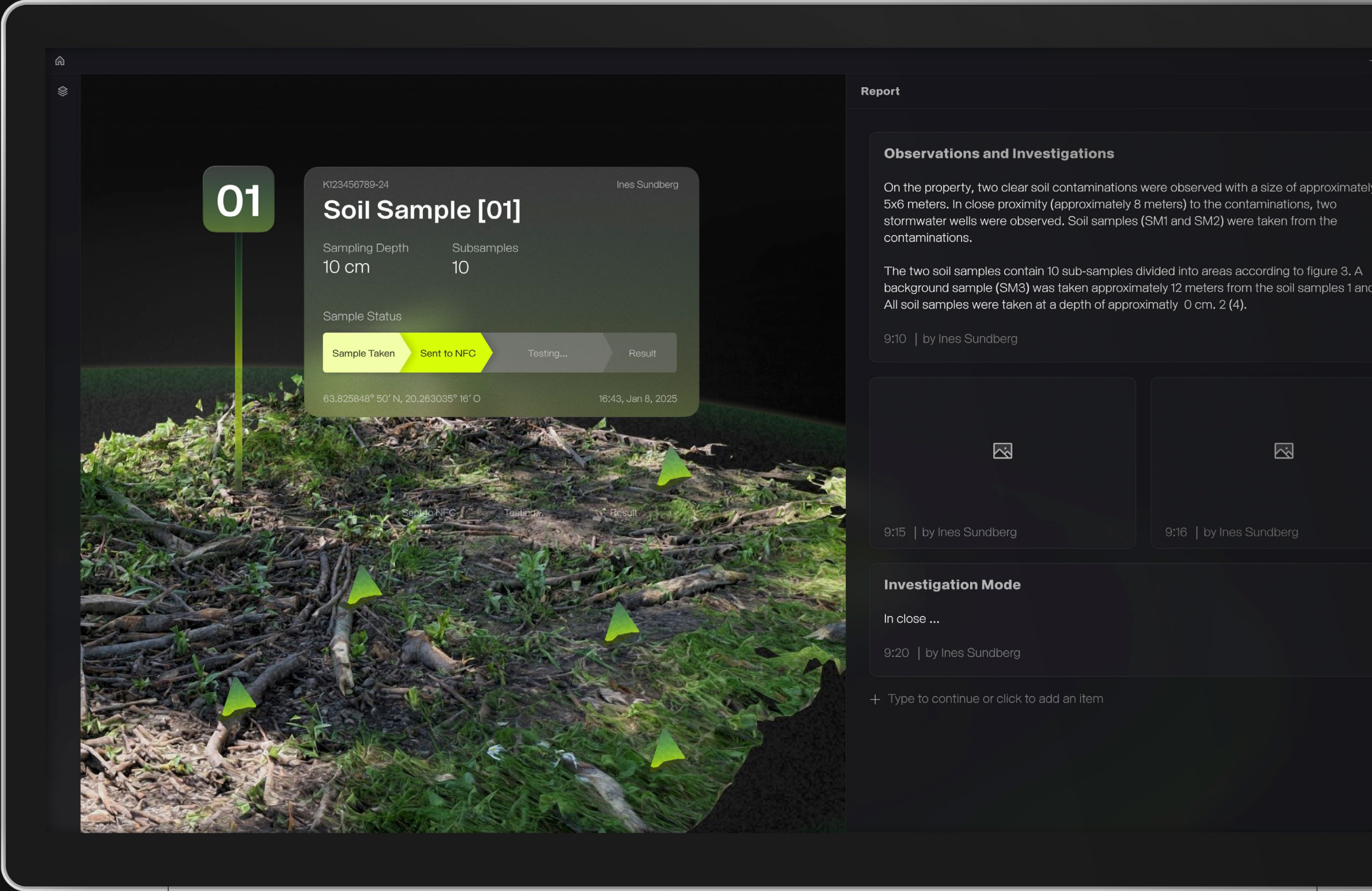


# View and edit documented cases in the desktop software

The crime scene is passively 3d scanned by PRIZMA and uploaded



Efficient case management and progress tracking



“We cannot use forensic glasses [to detect traces under UV light] with the full-face mask.”

Crime Scene Investigator

Handle for easy removal



Complete vision coverage



Snap-on forensic glasses.

02

03



K123456789-24

Ines Sundberg

### Soil Sample [01]

Sampling Depth

10 cm

Subsamples

10

Sample Status

Sample Taken

Sent to NFC

Testing...

Result

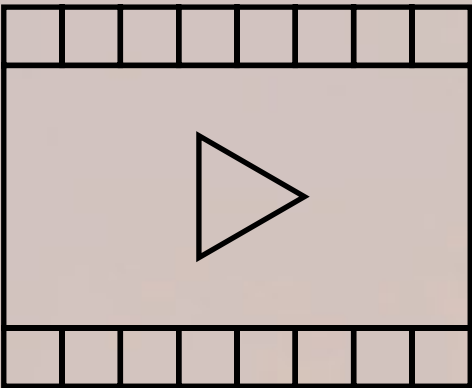
63.825848° 50' N, 20.263035° 16' O

16:43, Jan 8, 2025

02

habitat

Reinforcing good habits with a habitat for the phone.



Watch the 2:35 Video here

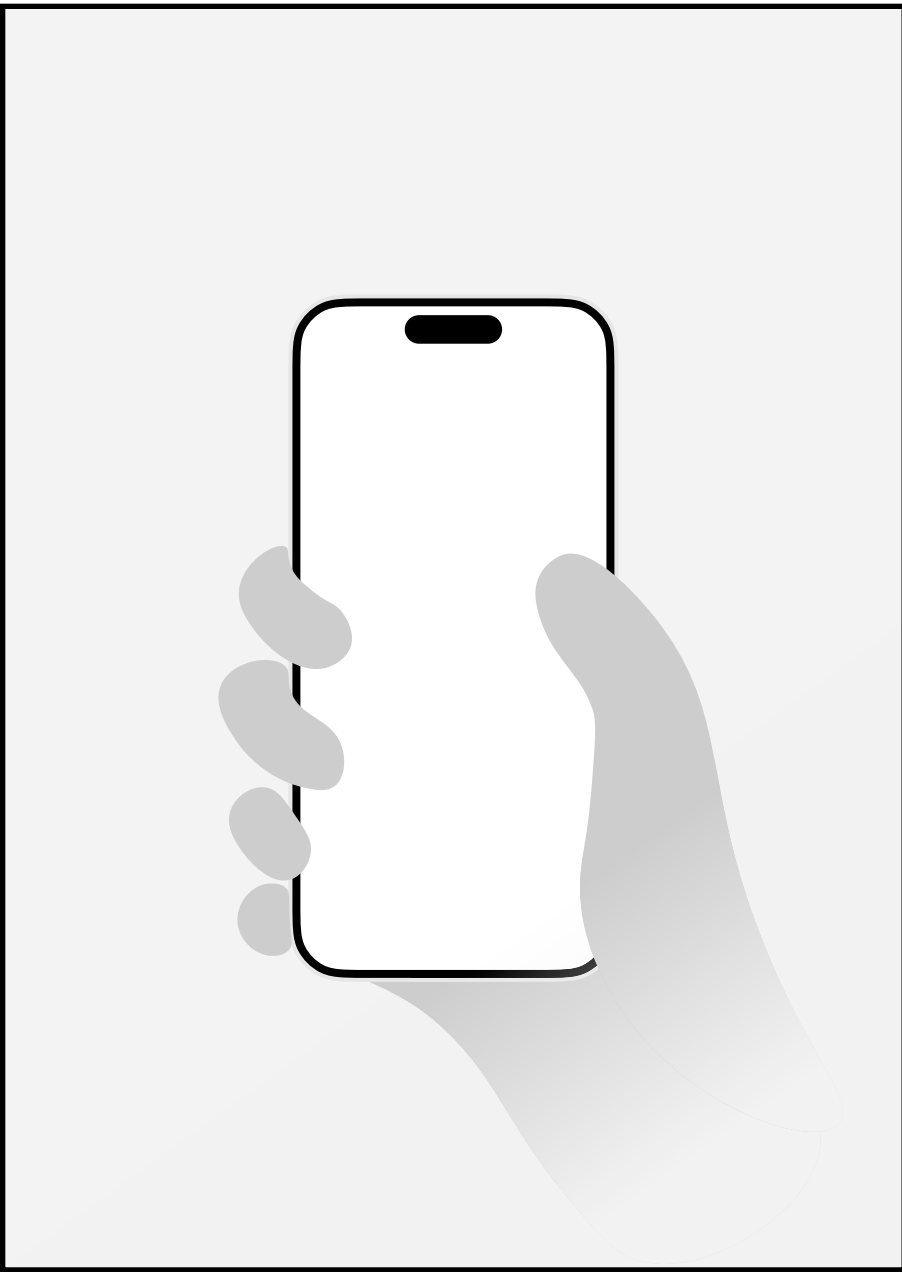
How might we help people to use their phones less at home?

The average person spends 2h and 24 minutes on social media every day.

Many people would like to change their habits, but have difficulty doing so.



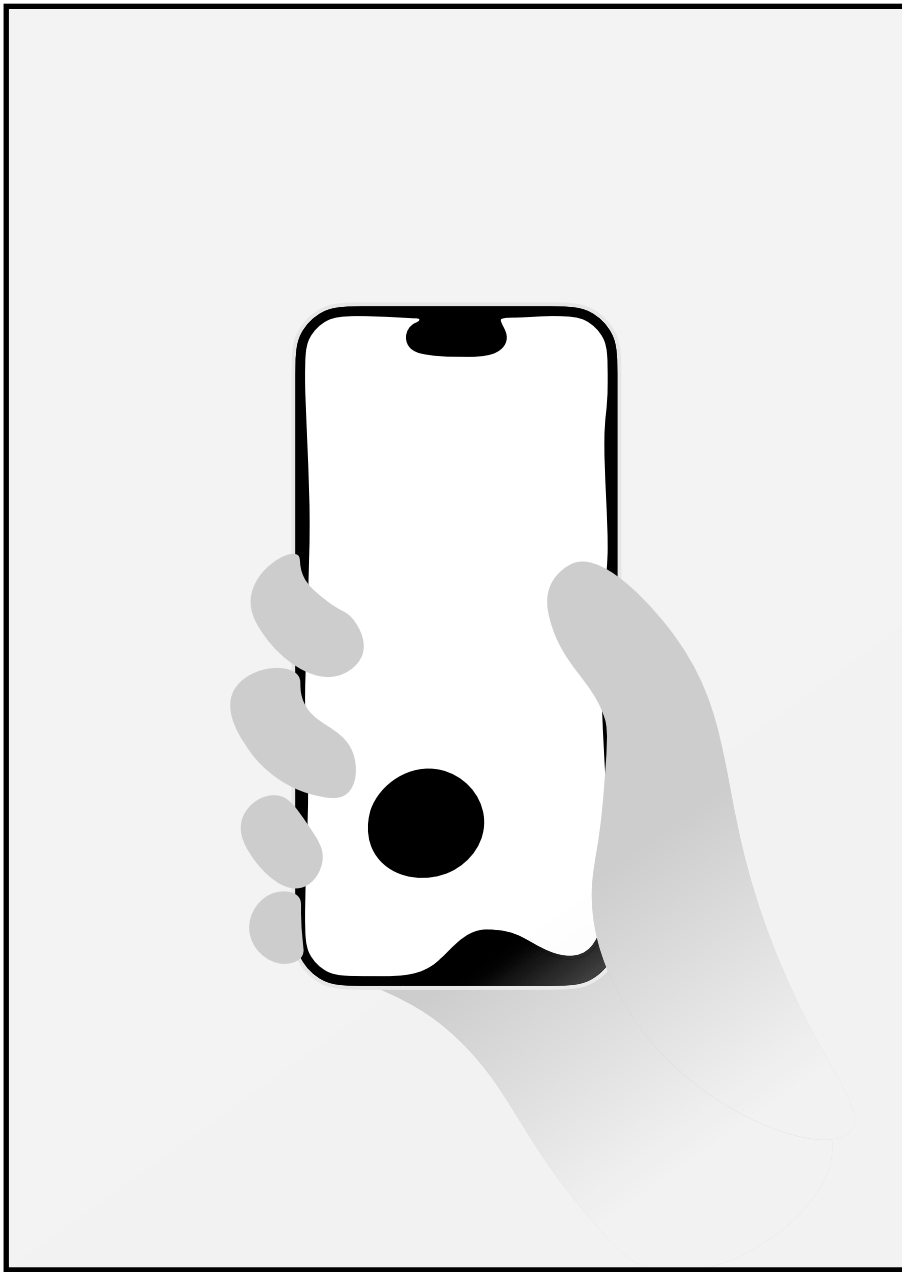
After the daily limit is reached, black bubbles slowly take presence on the screen.



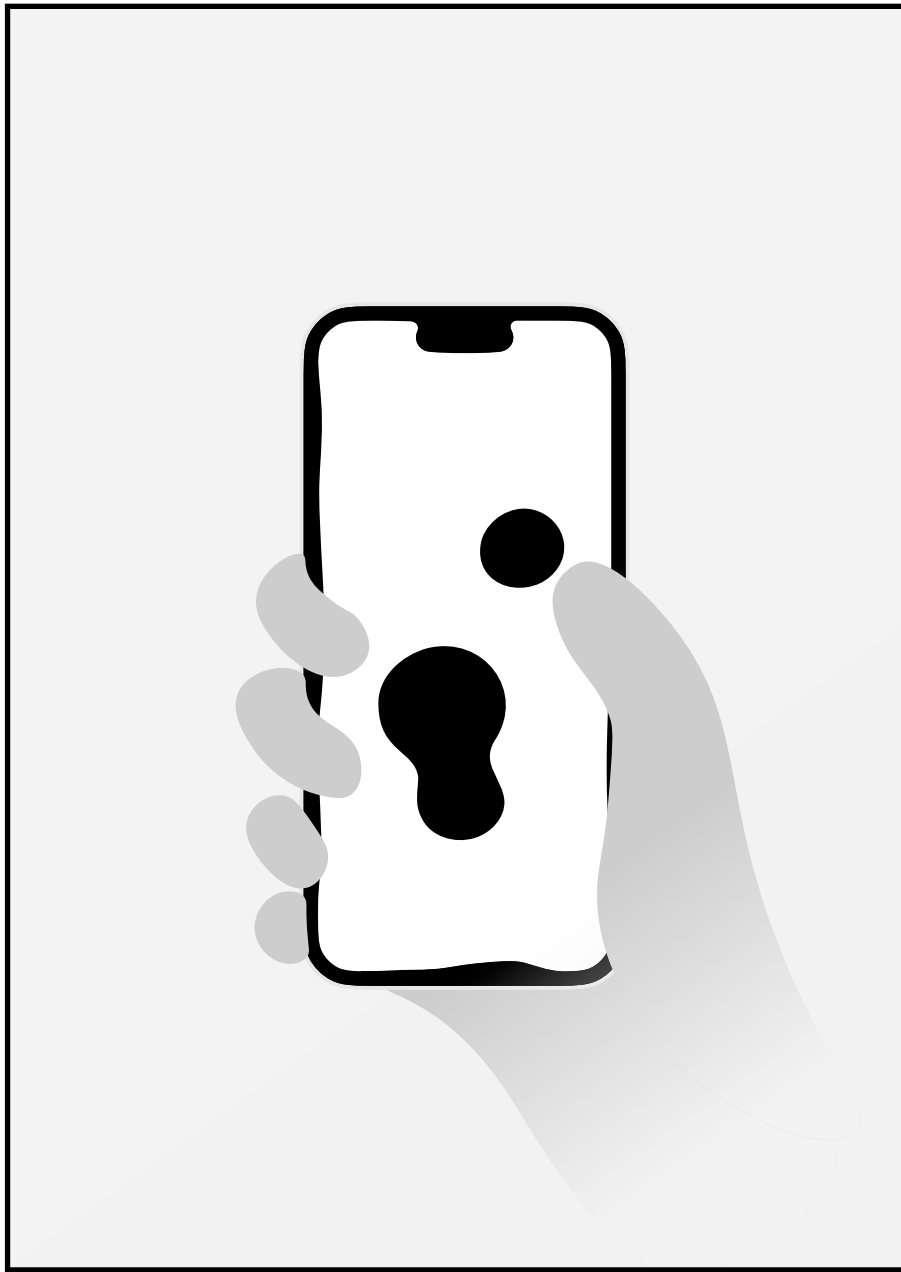
The animation starts after the self-set daily limit on a an App is reached.



The screens borders "liquify" and start slowly moving.



Bubbles start to form and wander across the screen. They start out as very little and being a minor inconvenience.



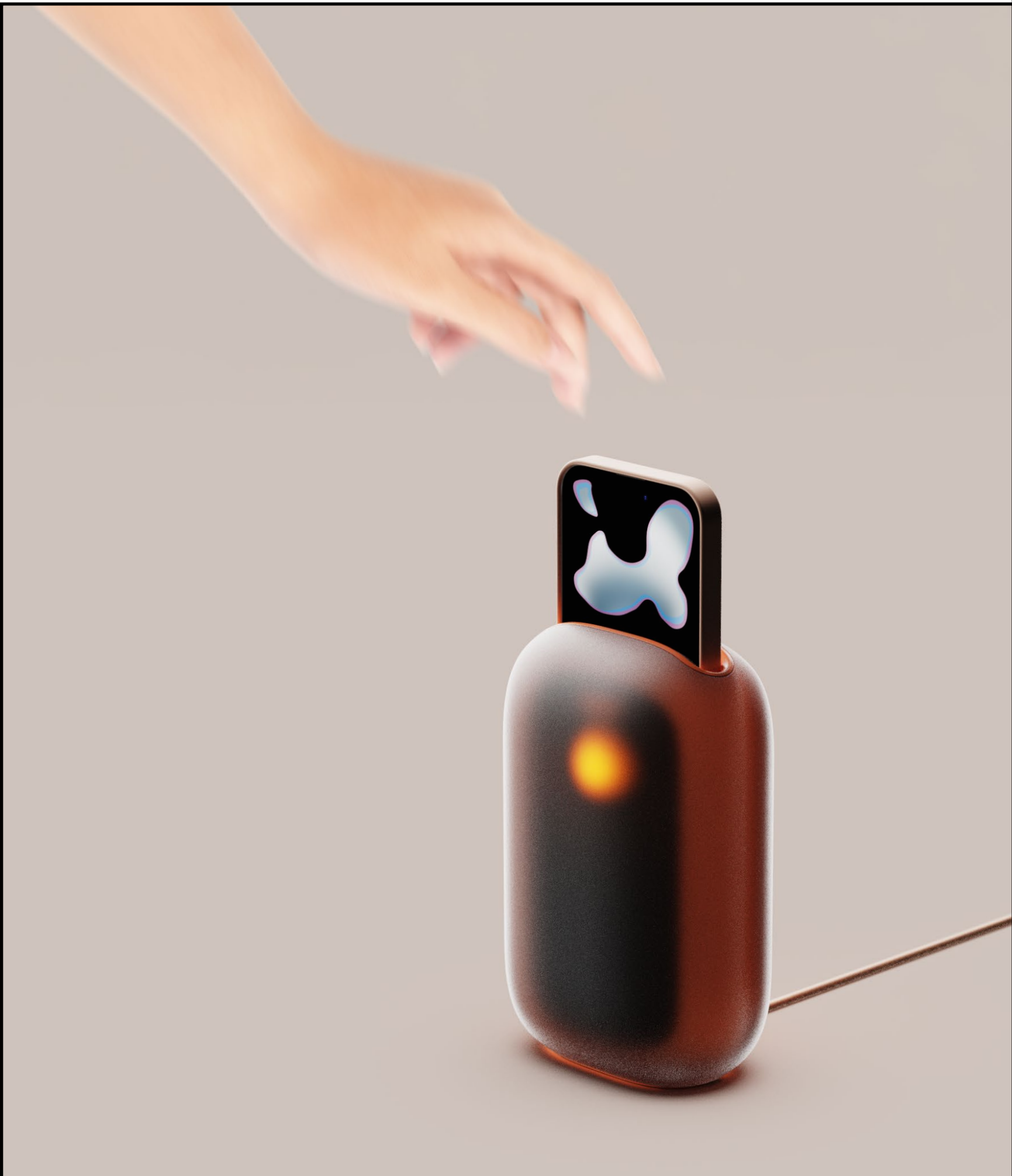
Eventually bigger bubbles form and interact with each other taking more and more attention from the user.



Finally, the screen starts to clutter so much, that the app becomes unusable.

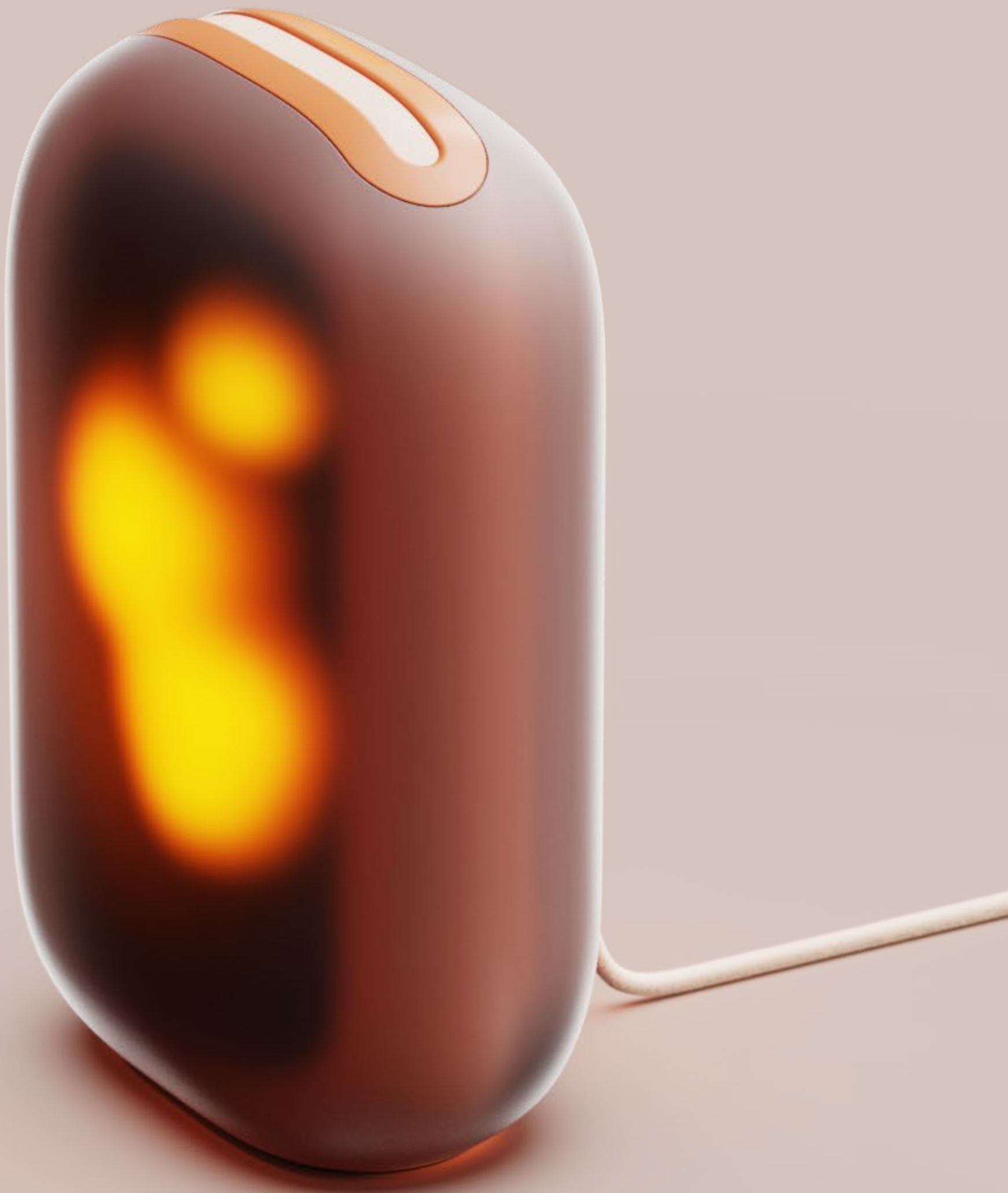
# Clean your phone and your mind.

The phone gets virtually “cleaned” from the bubbles as you put it inside the device.



The frosted glass distorts the display through the materials physical characteristics.


A calming lava animation starts, rewarding the user with soft, ambient light for less screen time.




# Fear of missing out? Rest assured. Intelligent message filtering detects messages you would not want to miss.

You decide what kinds of notifications should still be able to reach you.




**Jonas Kimmig**


now


Luca and I are heading to the beach this evening, do you want to join?




**Luca Heilmann**


now

Haha that's terrifying 😱

**Mary Wang**

now

I found sooooo much stuff on the fleamarket today!!!

**New Episode**

2m ago

A new episode of Severance is now on Apple TV+.

**Thomas Degn**

21m ago

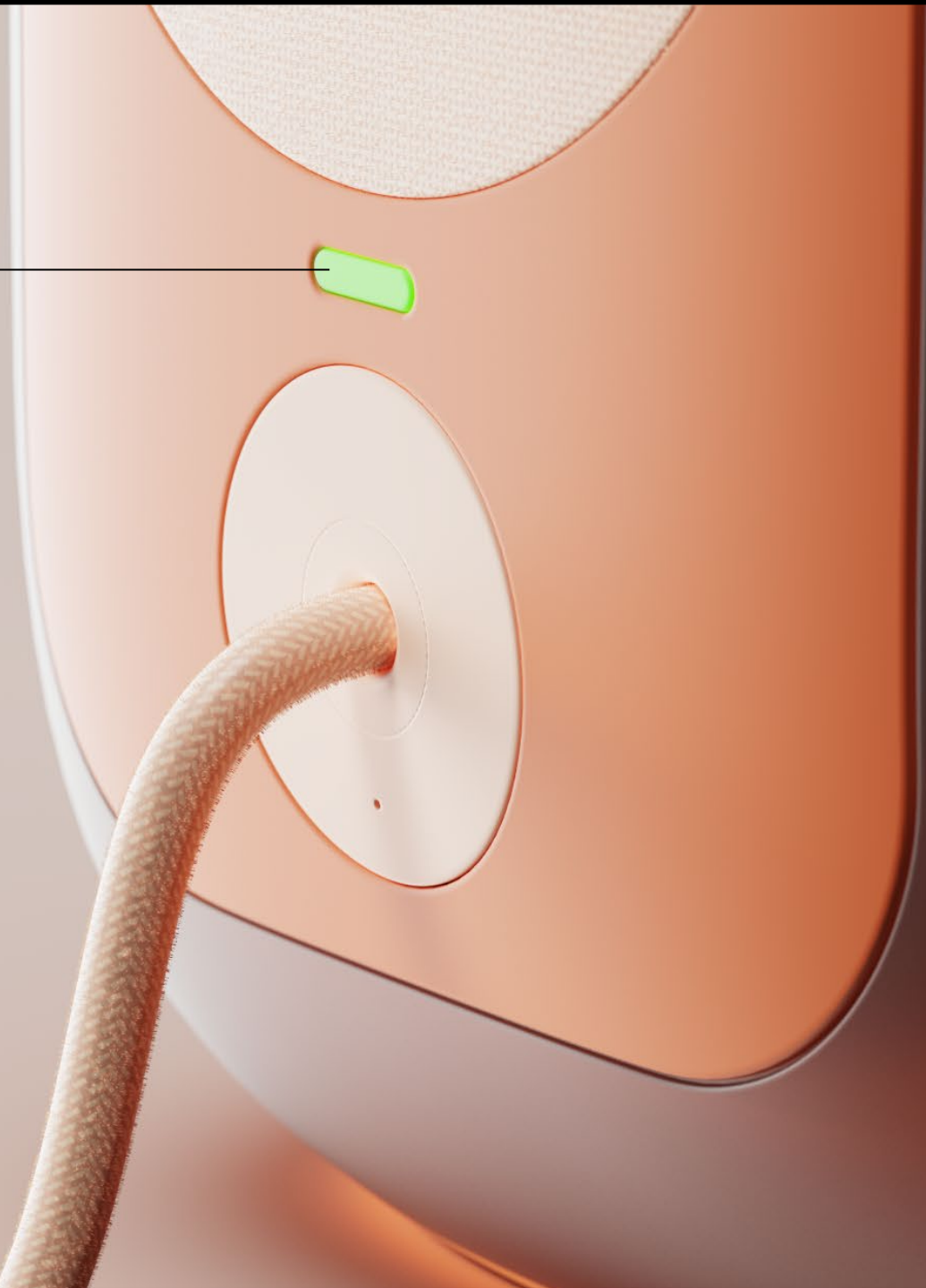
APD program council meeting 3 - Agenda and link to folder with attachments



Details. Because they matter.



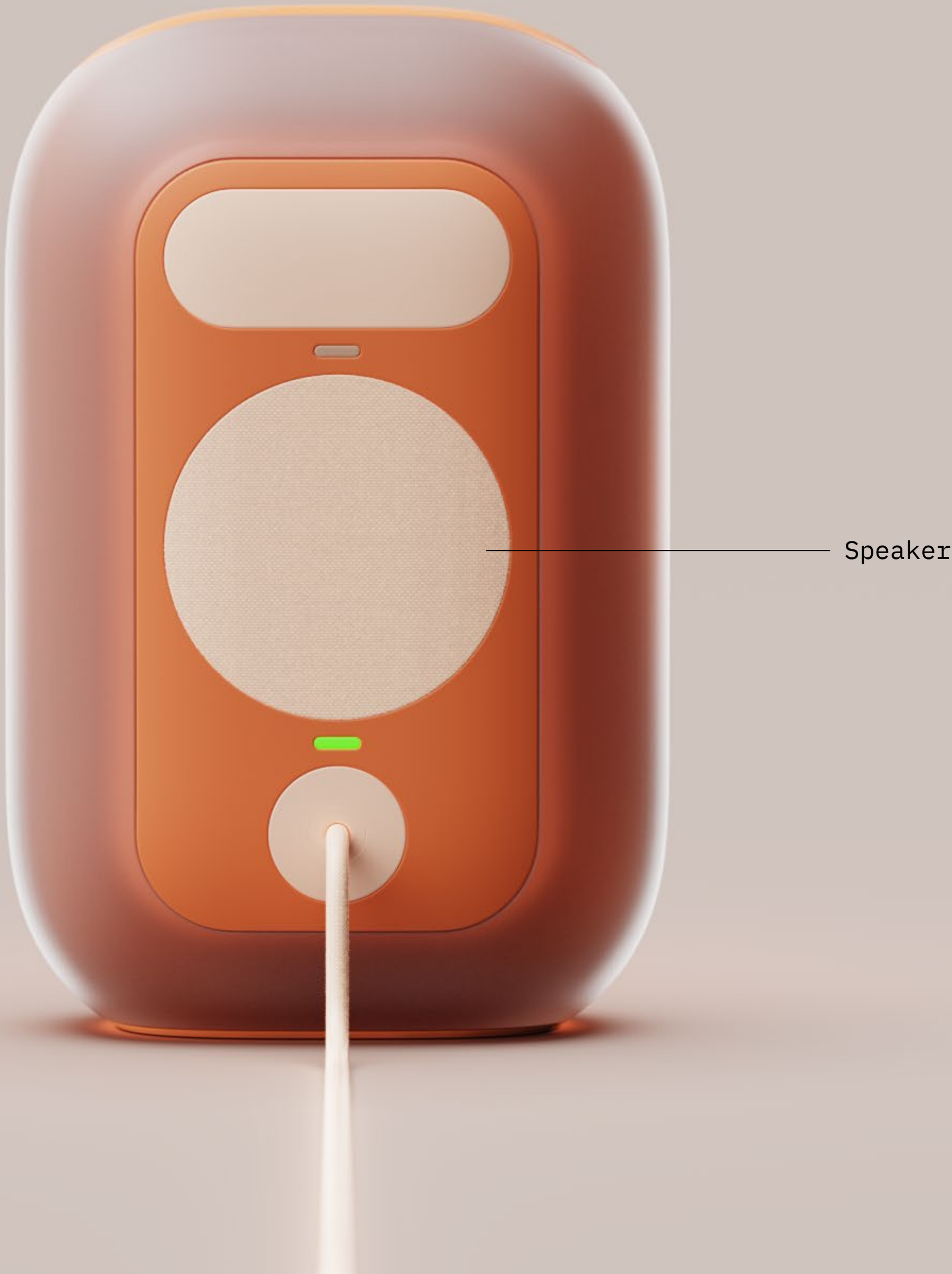
Status LED



Microphone for voice interaction



Big speaker for low frequency, calm sound effects.

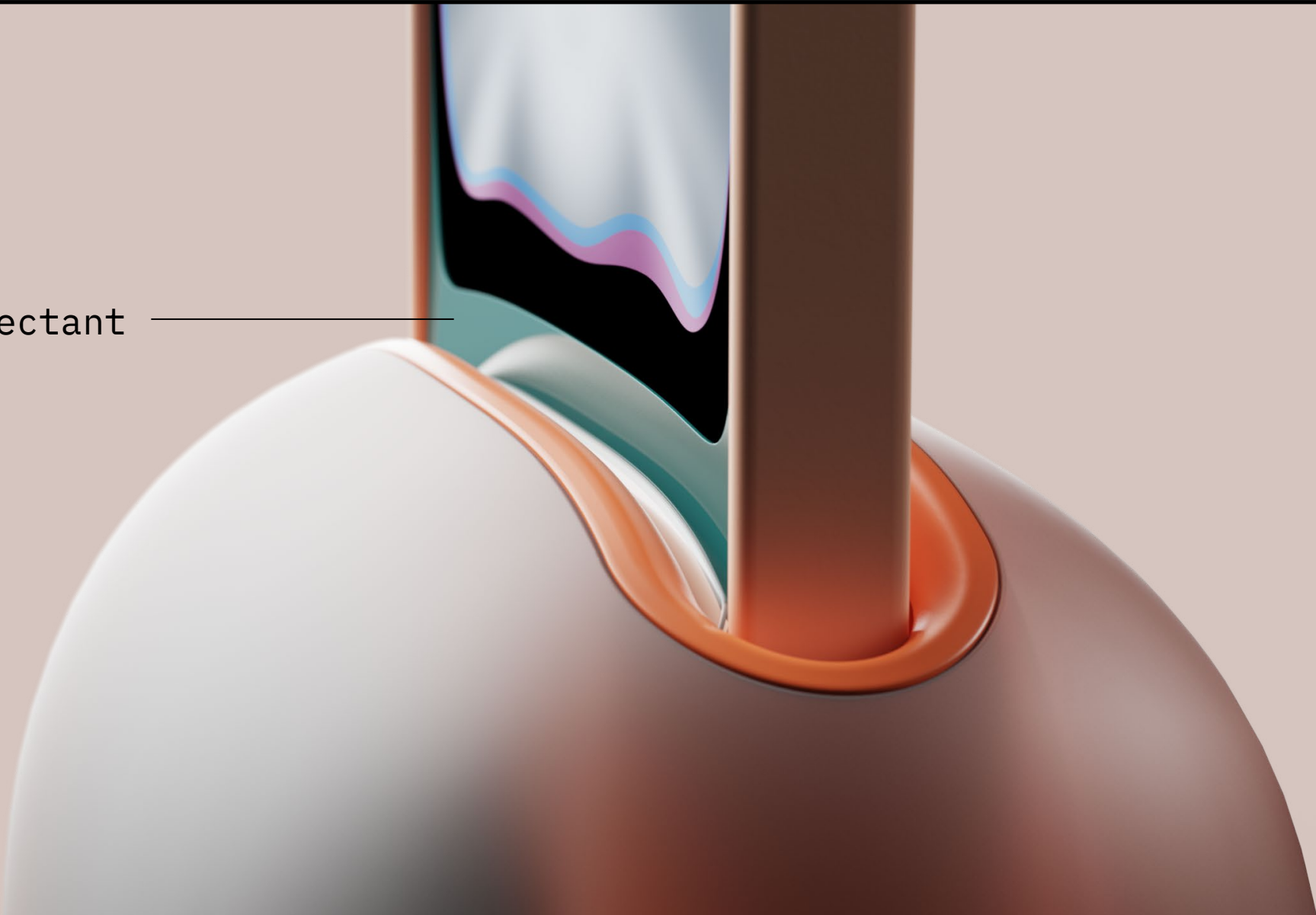


# Cleanliness you can see and smell.

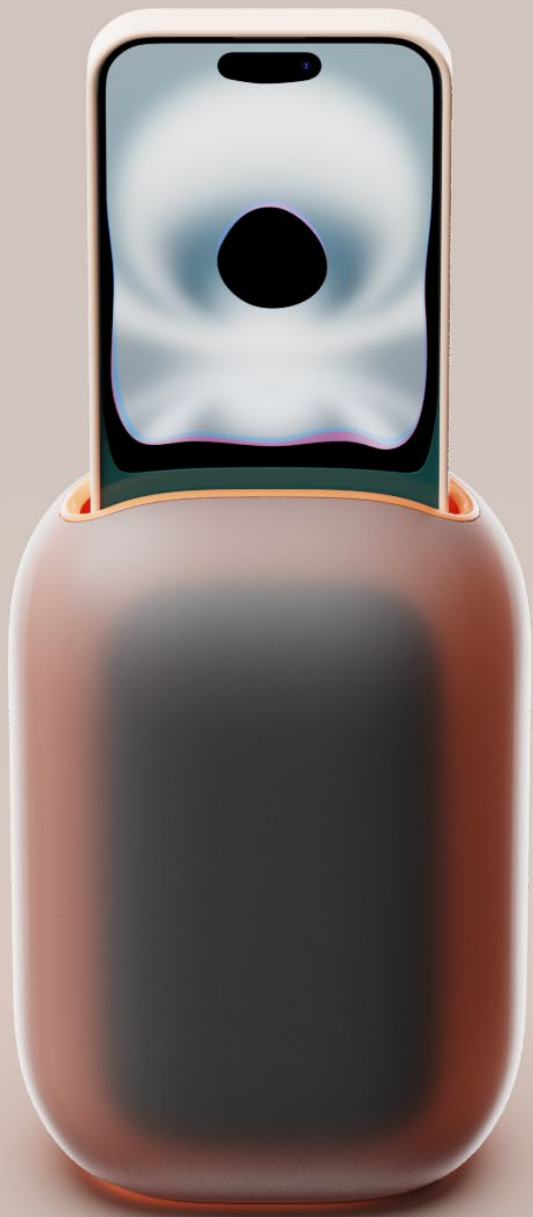
A Push-to-open compartment holds the liquid disinfectant. Scent adds another dimension to the experienced reward.



Disinfectant

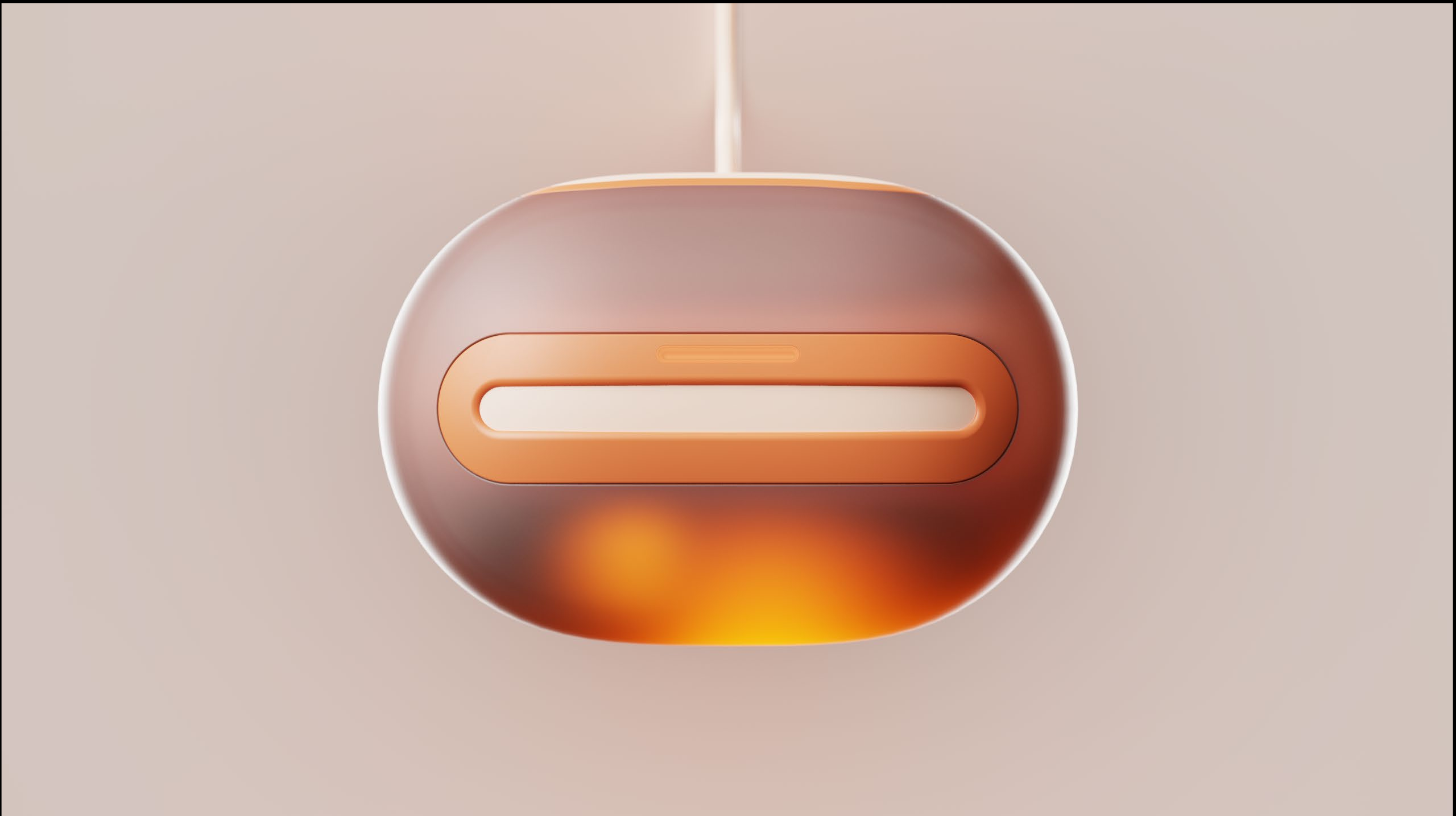
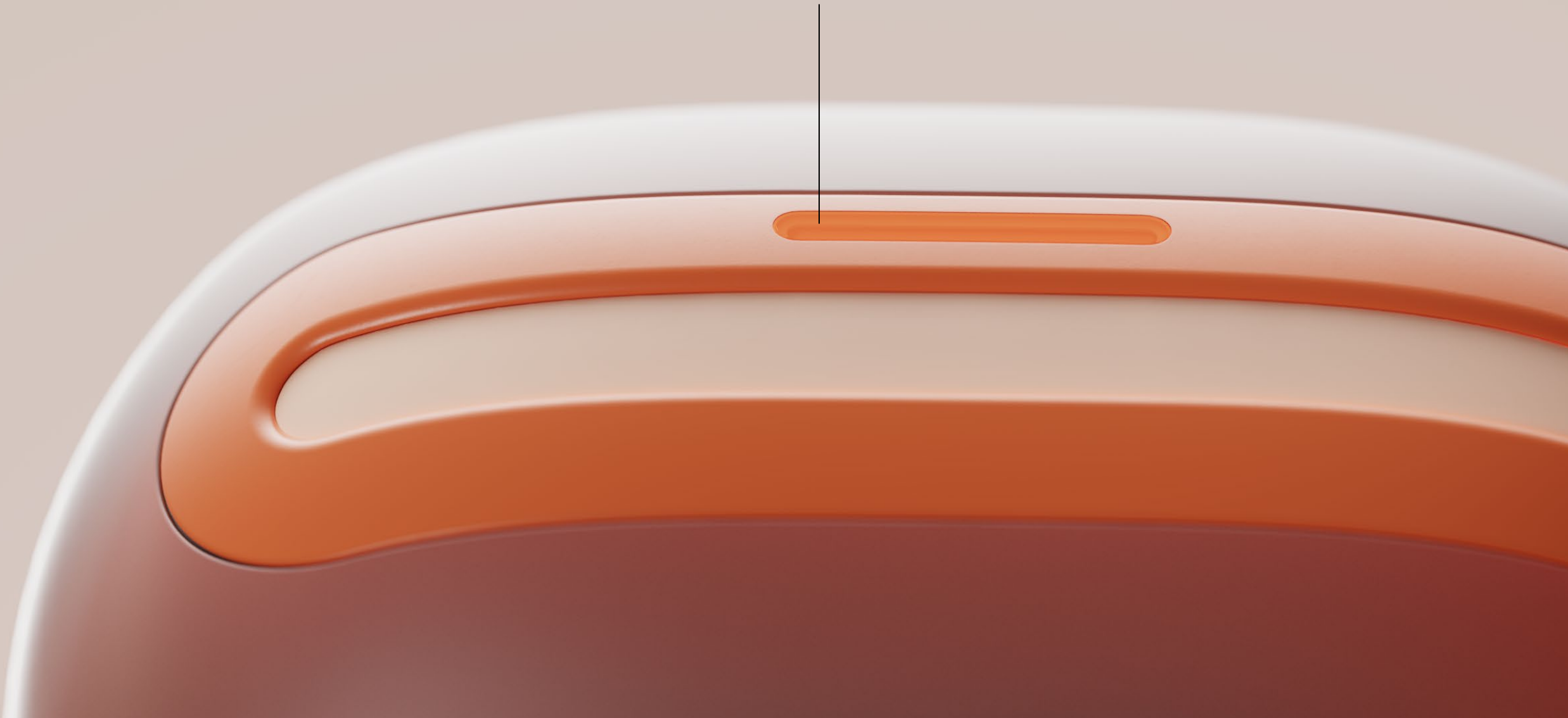


The phone is disinfected while coming out.



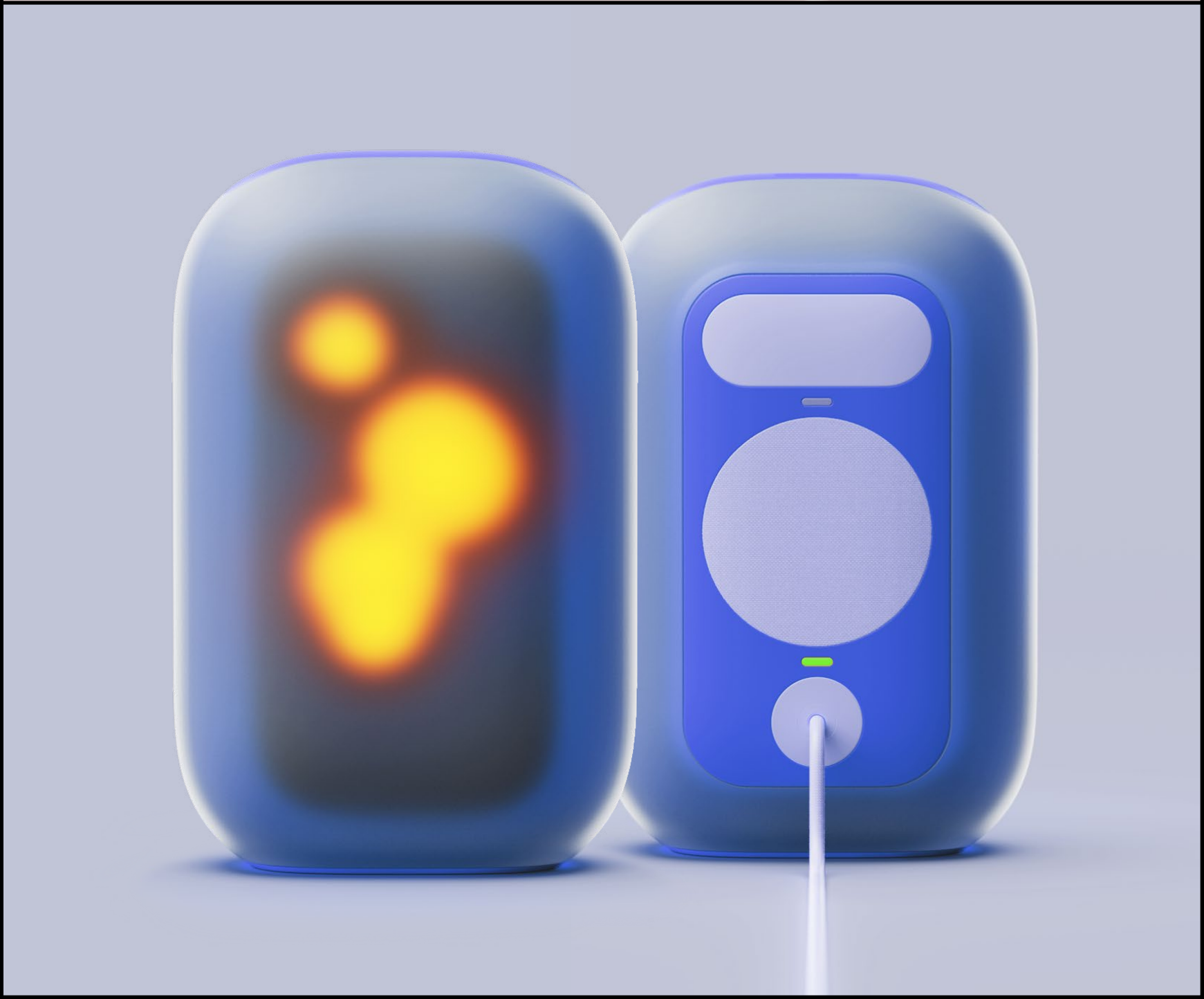
Always a 100% clean phone as reward.

Motion detection sensor triggers  
the phones movement



What will it be? Neutral or vibrant colors that lean into the retro vibe?

The black versions inner parts  
result in a borderless appearance.

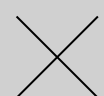
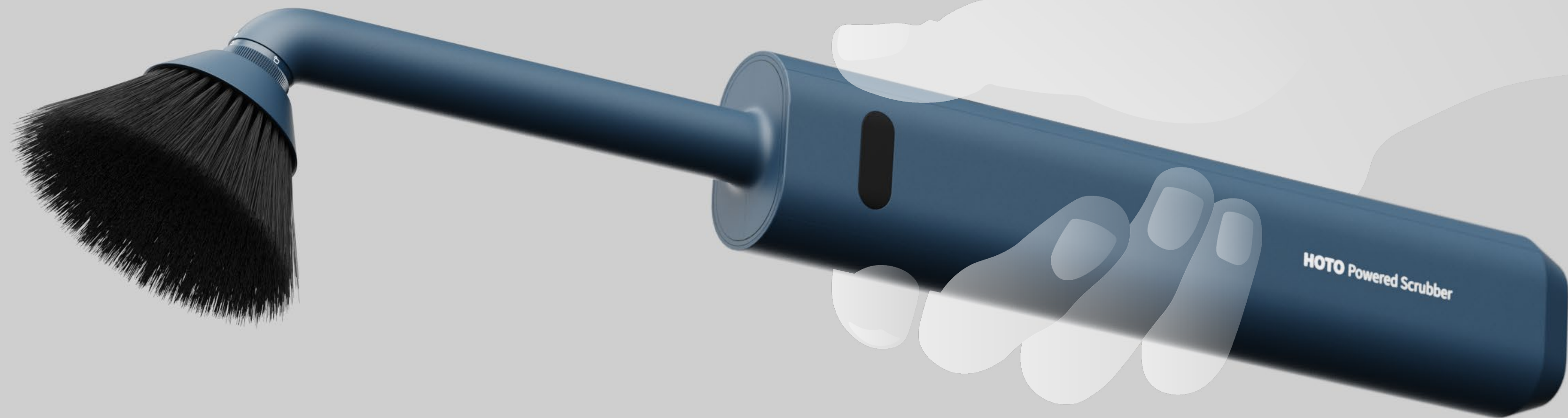


Project length: 4 weeks  
When: 2025  
Team: Individual work  
University: Umeå Institute of Design

Design for Manufacturing

## 03 **HOTO** Powered Scrubber

An electric scrubber for Hoto with  
a focus on manufacturing



**HOTO**

Official collaboration  
with HOTO

HOTO makes minimalist precision home tools with high emphasis on aesthetics and user centered design.



Analyzing HOTO's design DNA with the team

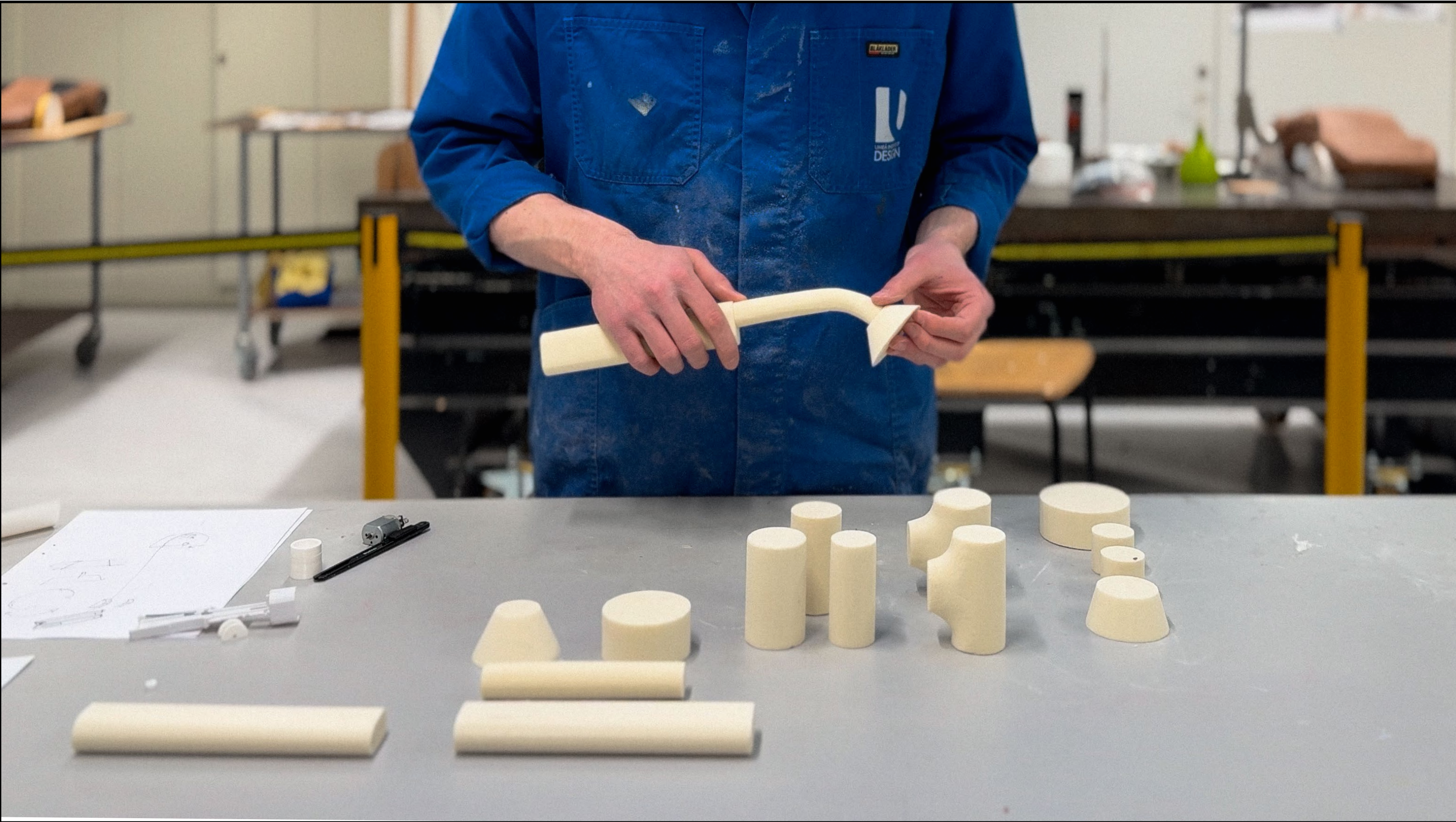


HOTO sponsored us tools to get a closer look

Understanding the brand

# Maximizing ergonomics whilst prioritizing function and aesthetics

Tear-down of an existing scrubber

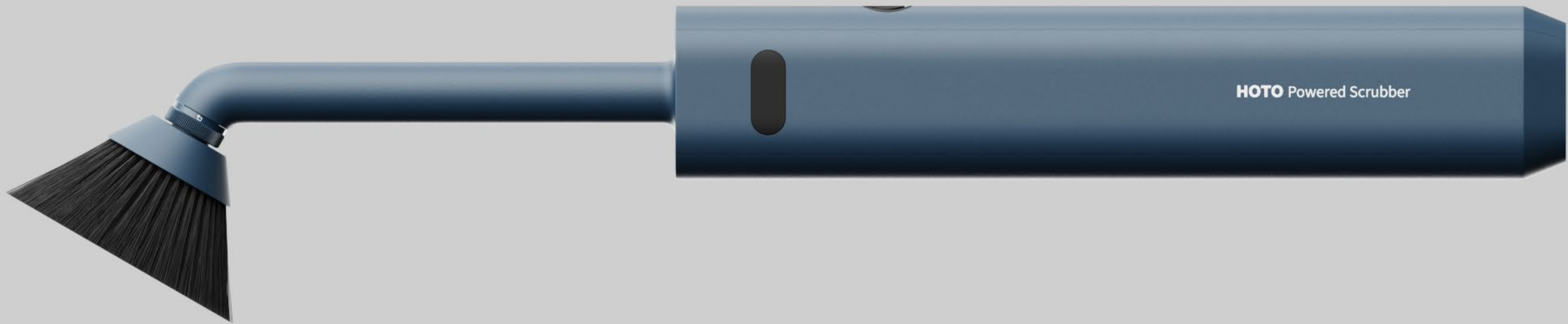
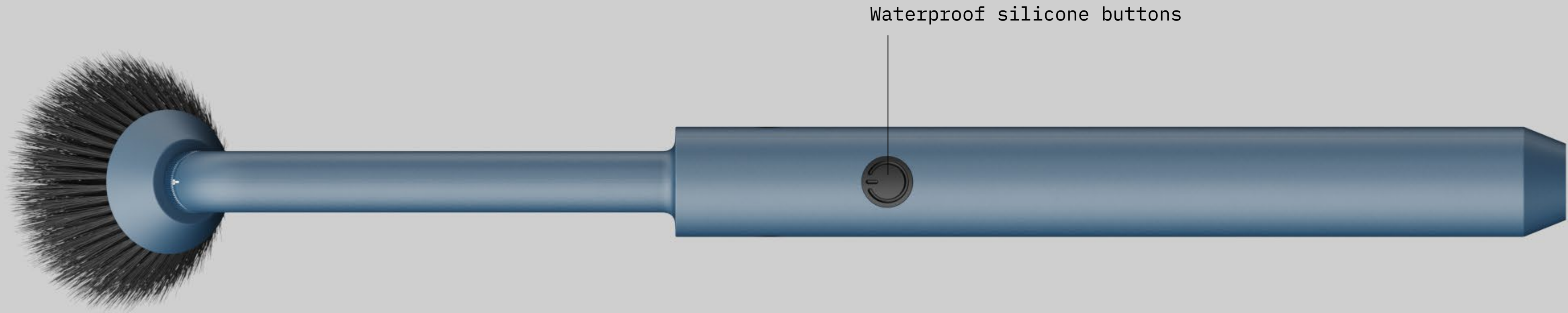


Experimenting with different brush head attachments

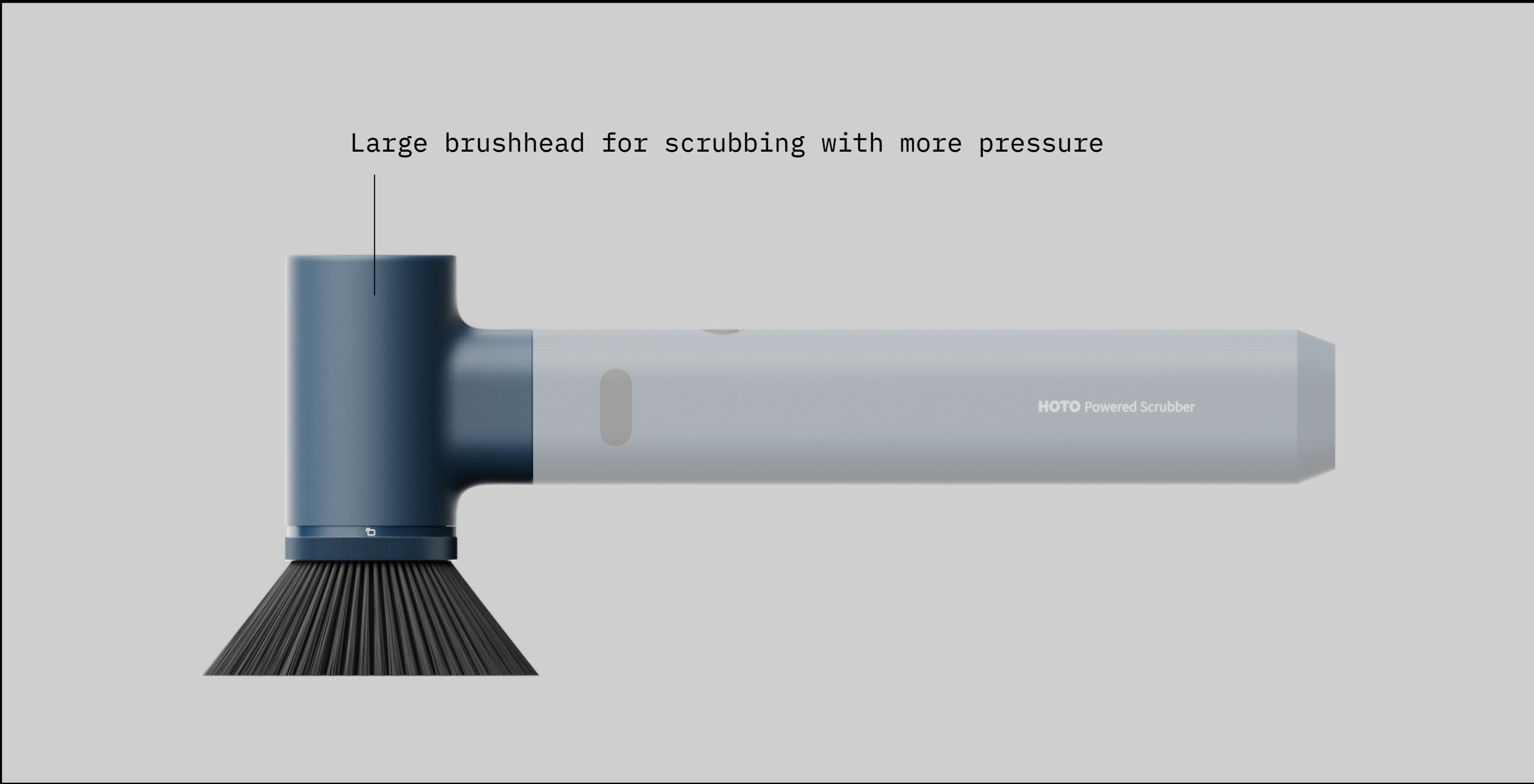
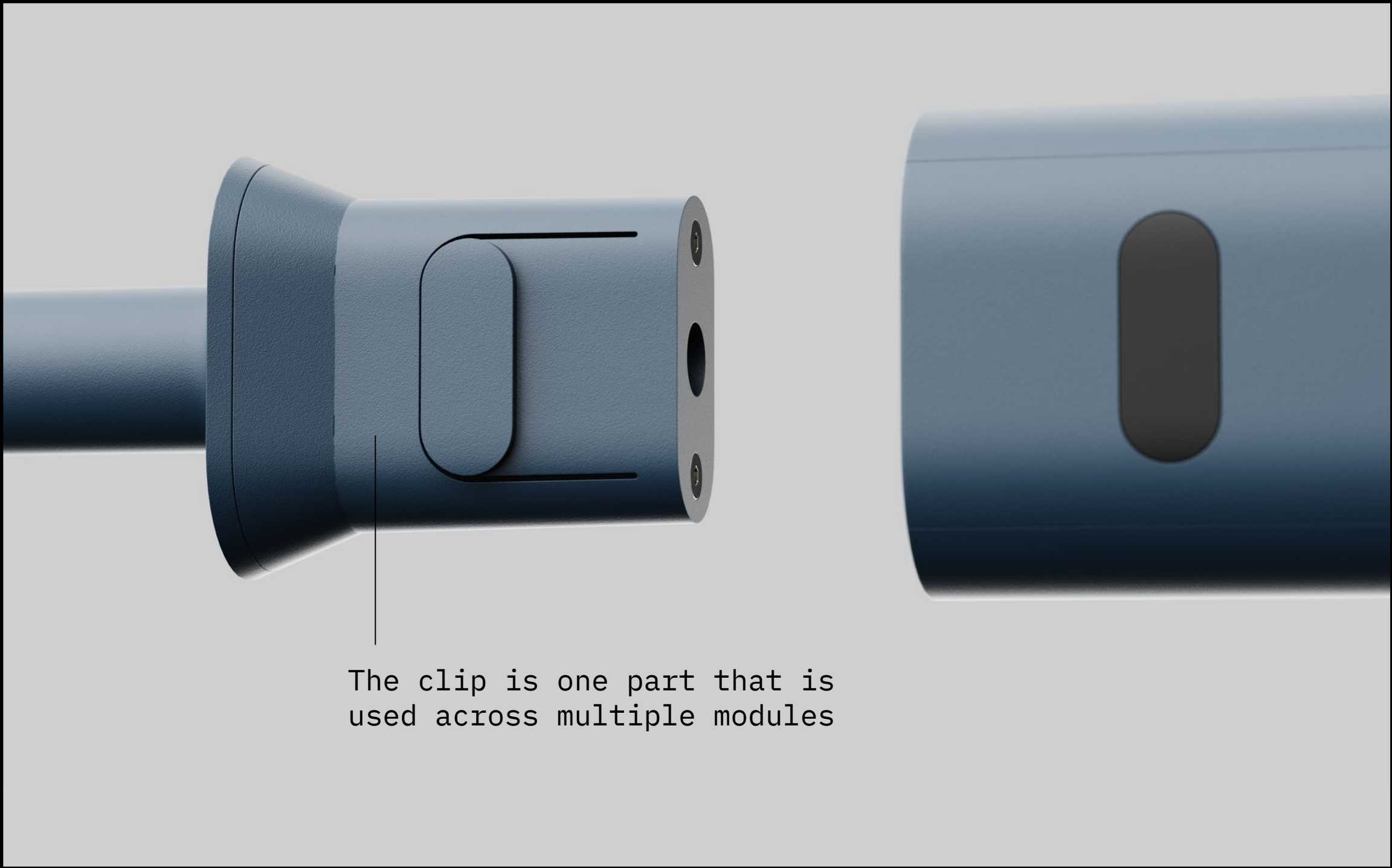
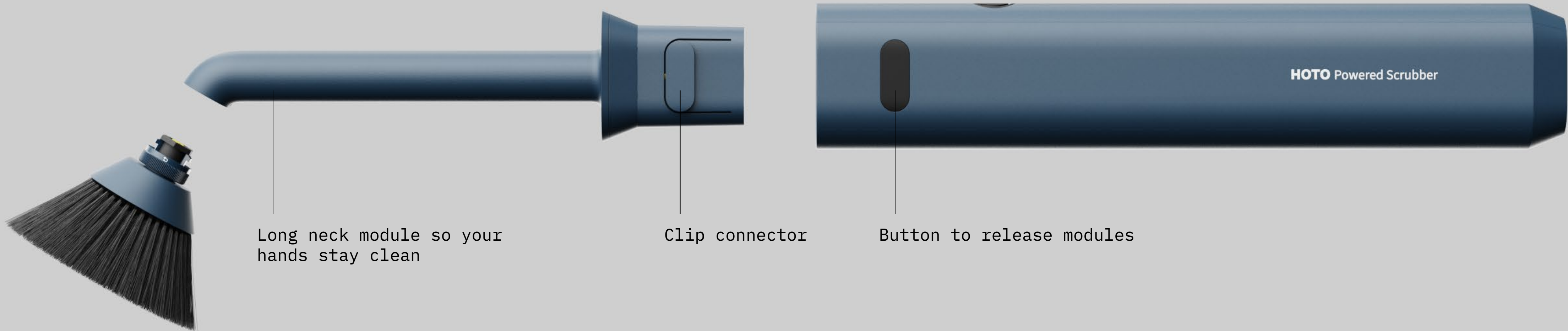


More pressure needs a different grip

Slim profile, pill shaped handle

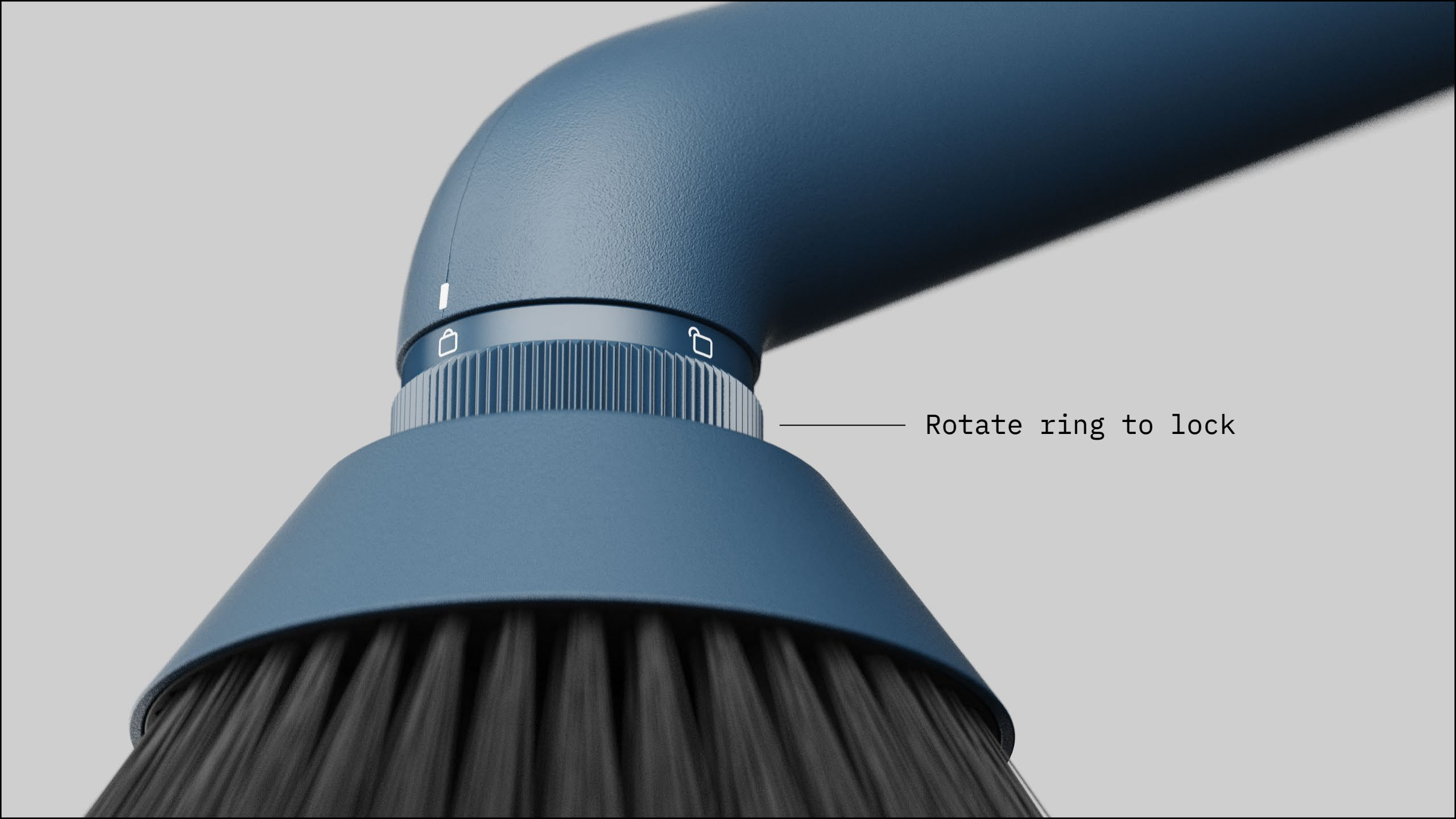


The perfect tool for the perfect job

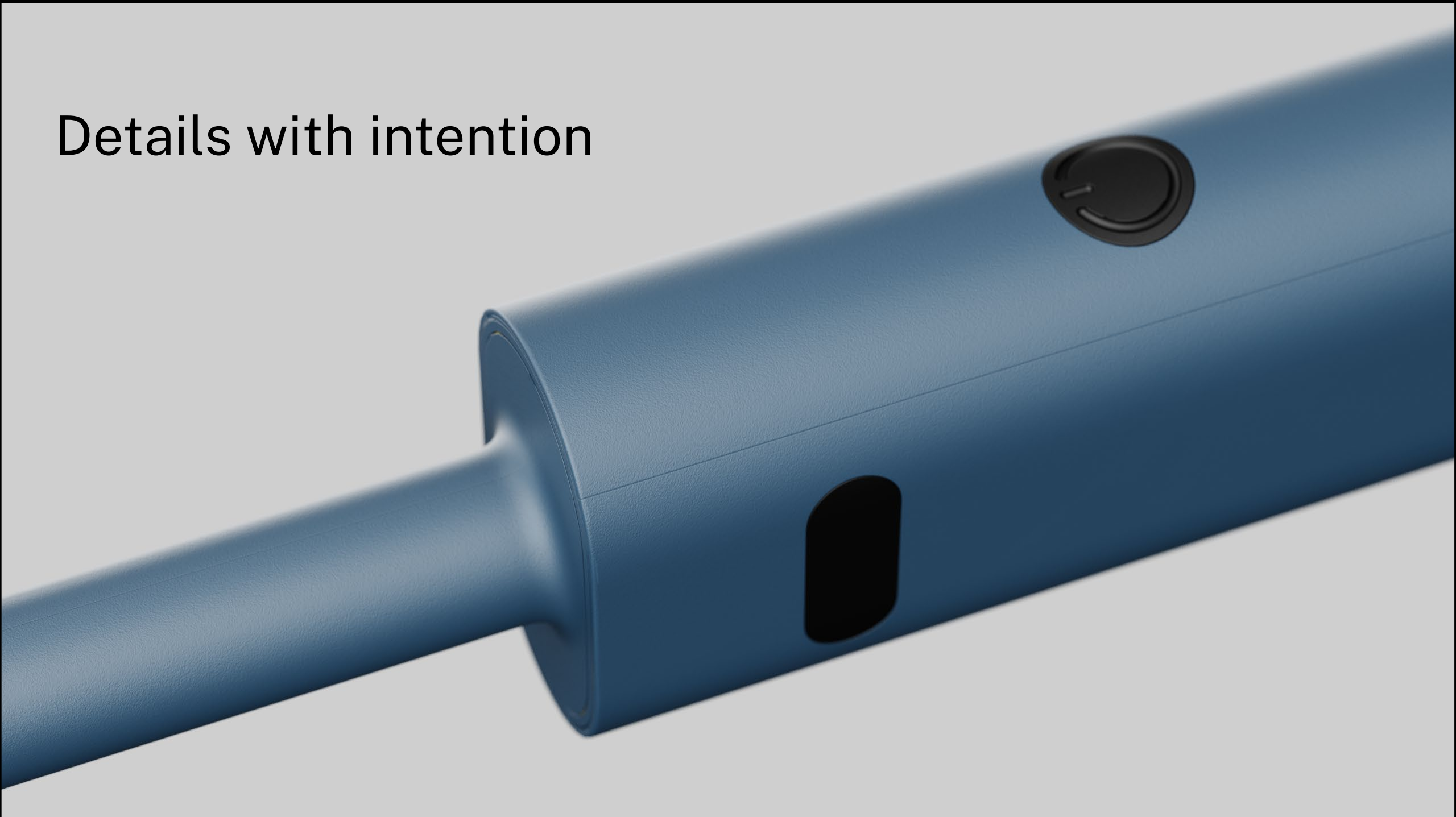


# Interchangeable brush heads reduce plastic waste.

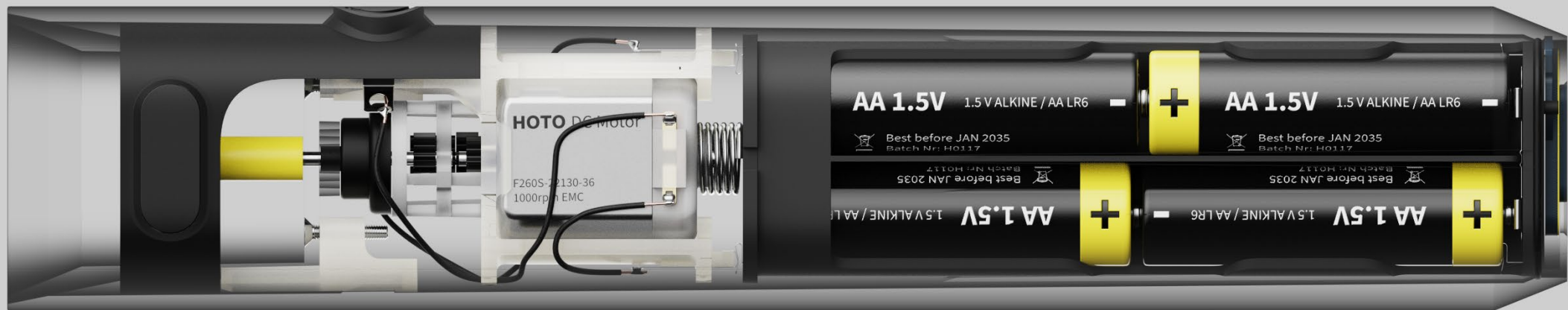
The brush head being the part experiencing most wear and tear has been designed to be as small as possible and interchangeable.



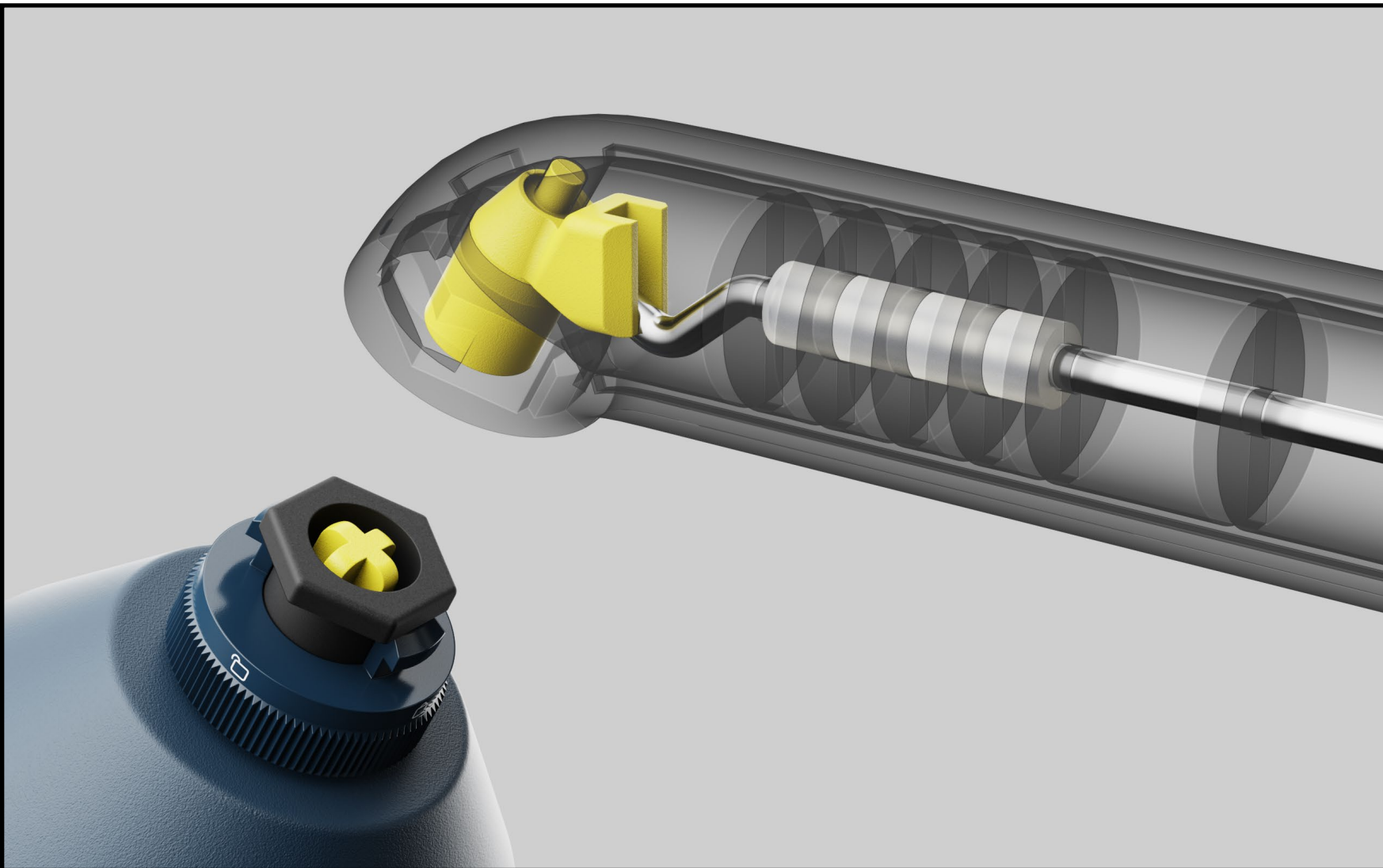
Details with intention



# Functional, efficient & compact design



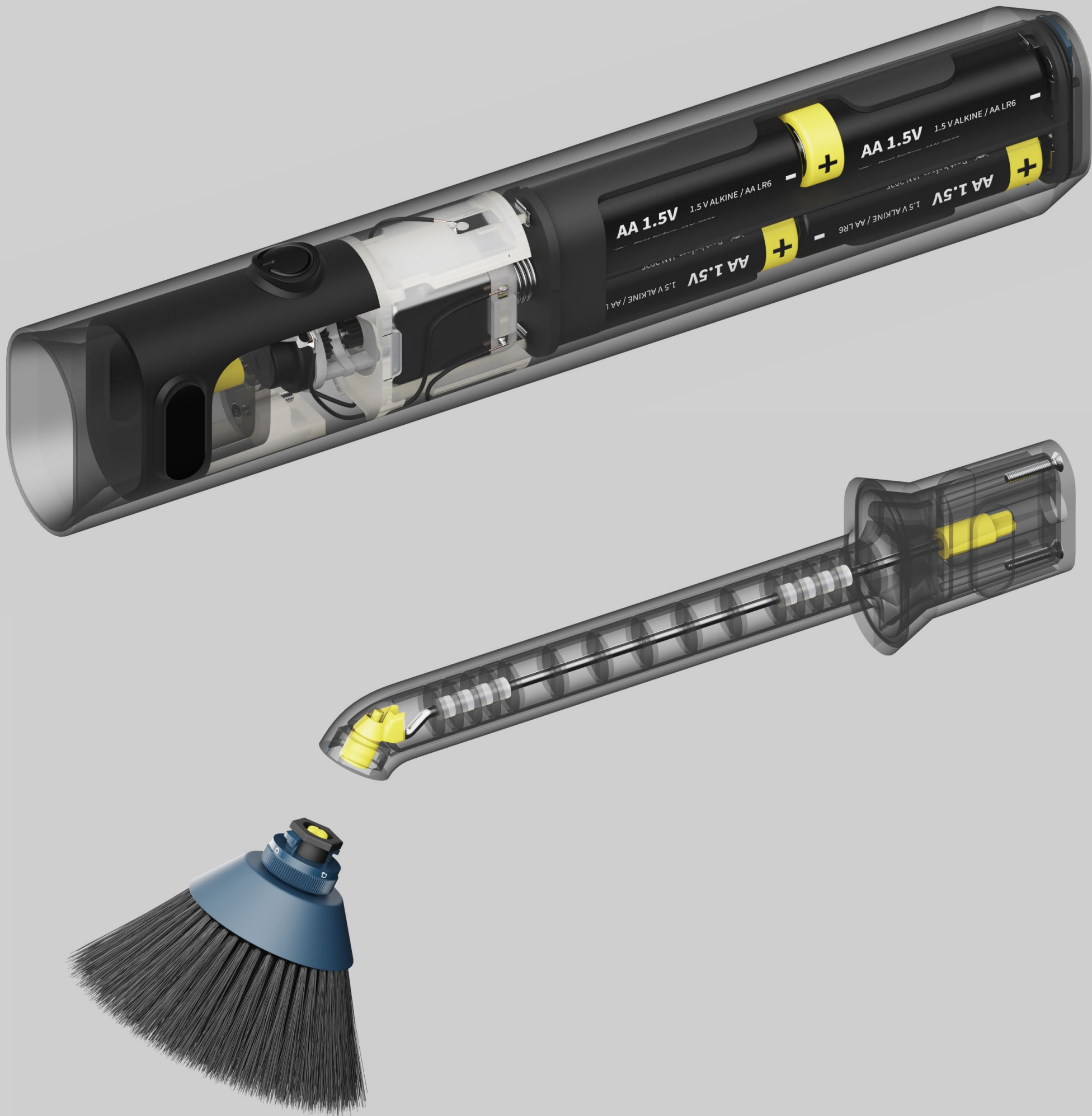
1° draft angles on all parts



Conversion from linear movement to oscillating



Click-in assembly



The powered scrubber for HOTO was the first project I did that has been designed through and through.



Project length: 10 hours  
When: 2025  
Team: Mai Eigel (graphic design & Idea)  
University: Personal project

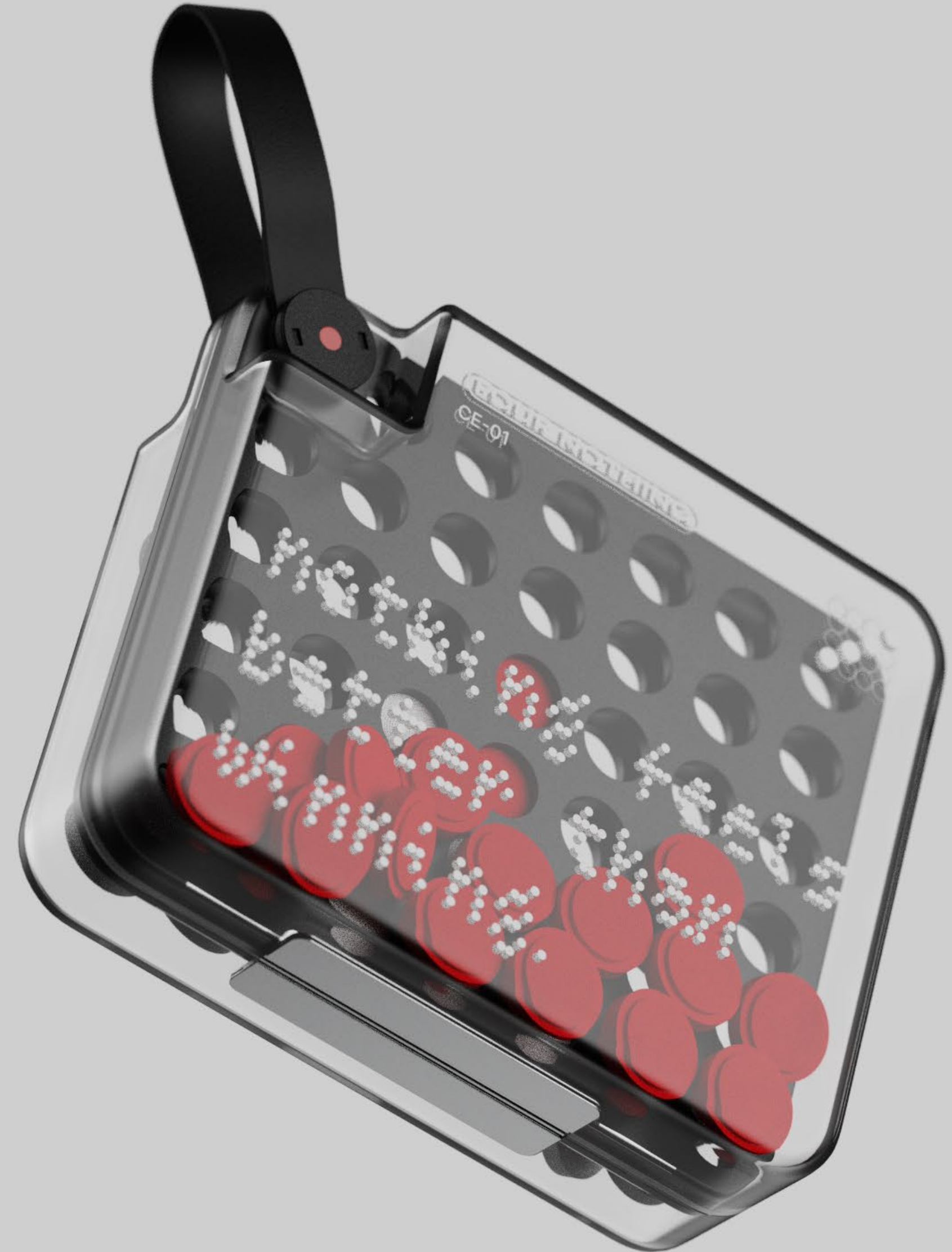
04

CONNECT 4

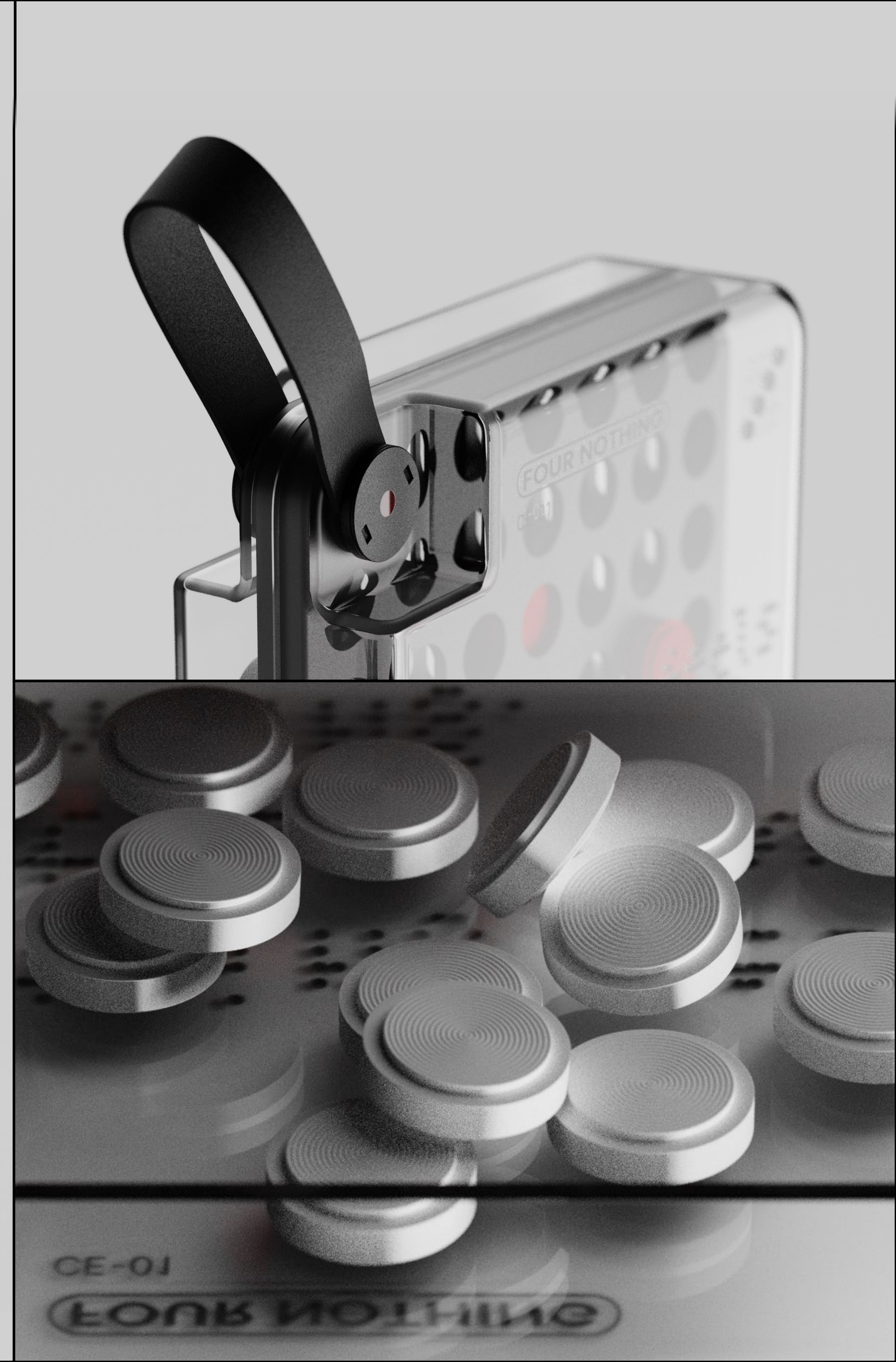
10 hour sprint: An accessory for NOTHING



Nothing brand DNA



Two shells, held together by a loop



# Thank you.

see CV attached.

elias.grieninger@gmail.com  
+49 160 93606753



# CV



elias.grieninger@gmail.com  
+49 160 93606753

## Education

- 10/2024 - 05/2027 (ongoing) | Sweden

**Master of Advanced Product Design**  
Umeå Institute of Design
- 08/2023 - 05/2027 | United States

**One year non-degree student at San José State University**  
Master of Design with specialization in Experience Design
- 10/2019 - 06/2023 | Germany

**University of Design HfG Schwäbisch Gmünd**  
B.A. Product Design
- 01/2022 - 05/2022 | United States

**One semester abroad at San José State University**  
International exchange student

## Working Experience

- 02/2024 - 05/2024 | United States of America

**San José State University International House**  
Head Resident Advisor
- 11/2023 - 01/2024 | United States of America

**SEID Lab, San Jose State University**  
Lead Lab Technician, supervision and lab maintenance
- 11/2022 - 06/2023 | Germany

**University of Design HfG Schwäbisch Gmünd**  
Tutor, Portfolio Tutorial
- 10/2023 - 01/2024 | United States of America

**One semester abroad at San José State University**  
International exchange student
- 09/2021 - 01/2022 | Germany

**WhitelD Integrated Design GmbH & Co. KG**  
Full-time industrial design internship

## Additional experience

- 10/2024 - 05/2025 (ongoing) | Sweden

**Student Council Representative for Advanced Product Design 1**  
Umeå Institute of Design
- 02/2022 - 07/2022 | United States of America

**President of Student Council**  
San José State University International House
- 06/2023 - 01/2024 | Germany

**03/2021 - 05/2021 | (Virtual)**  
Virtual Student Exchange Program

## Awards and Honors

- 2023/24 | United States of America

**Fulbright Scholarship for one year**
- 2023/24 | United States of America

**Bordoni Family International House Scholarship**
- 06/2023 - 01/2024 | Germany

**Exhibition at the HfG Ulm Archive “Plastics – magic materials”**  
“The OpenDialysis Project”
- 10/2022 | Germany

**Mia Seeger Prize**  
Awarded for “The OpenDialysis Project”
- 05/2025 | Germany

**DDX Young Talent Award Nominee**  
Nominated for “The OpenDialysis Project”

## Tools

- 2D Software**  
Adobe AfterEffects, Adobe Illustrator, Adobe InDesign, Adobe Photo-shop, Adobe Premiere, Adobe XD, Procreate
- 3D Software**  
Fusion 360, Grashopper, nTopology, Rhino 3D, SolidWorks 3D
- Rendering Software**  
Adobe Dimension, Adobe Substance Painter, Blender, Keyshot, Solid-Visualize
- Workshop & Machines**  
FDM Printing, Lasercutting, Milling (metal, wood, plastics), Plotting, Resin Printing
- Other**  
Adobe AfterEffects, Adobe Lightroom, Adobe Premiere Pro, Keynote, SolidVisualize

## Languages

- German**  
Native
- English**  
Advanced (TOEFL 103)
- French**  
Intermediate

*Elias Grieninger*

Umeå, 15.05.2025