

LAURA-JANE (L-J) DOUCH

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Passionate and resourceful art department creative with a background in industrial design.

I bring a hands-on, detail-oriented approach to props, set design and graphics/artwork, with recent experience across shorts, TV and feature film. Dual UK/NZ citizen with full clean licence and own vehicle.

SKILLS

- Prop buying and making
- Graphic design and application
- 3D modeling and physical model making
- Project management, scheduling, budgeting etc.

SOFTWARE

- Adobe Illustrator, Photoshop
- Rhino, Fusion360, SketchUp
- Figma, InDesign
- Laser cutting, 3D printing, vinyl cutting

SELECTED FILM/TV EXPERIENCE

Queen Margaret College. Set Decorator.

JUNE 2025

COMMERCIAL

Art Direction by Kate Logan.

"All I Need" by Bret McKenzie. Production Designer (with Lora Nankivell).

MAY 2025

MUSIC VIDEO

Directed by Hana Miller.

Monster & Me. Production Designer.

APRIL 2025

SHORT FILM

Directed by Tom Fields.

Small Town Scandal. Props and Graphic Designer.

JANUARY- APRIL 2025

TELEVISION SERIES

Created by Tom Sainsbury. Directed by Ghazaleh Gol Bakhsh and Calvin Sang.

Production Design by Nathan Taare, Art Direction by Grace Acheson.

Caterpillar. Art Assistant.

OCTOBER - DECEMBER 2024

FEATURE FILM

Directed by Chelsie Preston-Crayford.

Production Design by Heather Hayward, Art Direction by Nathan Taare.

The Chair. Production Designer.

AUGUST - SEPTEMBER 2024

SHORT FILM

Directed by Brooke Benton.

Stage Challenge. Onset Art Director.

JUNE 2024

SHORT FILM

Directed by Stella Reid.

A Very Good Boy. Graphic Designer.

JUNE 2024

SHORT FILM

Art Direction by Kate Logan.

Produced by Jane Campions' 'A Wave in the Ocean' program.

Girl Time. Art Assistant.

JUNE 2024

SHORT FILM

Art Direction by Kate Logan.

Produced by Jane Campions' 'A Wave in the Ocean' program.

ADDITIONAL DESIGN INDUSTRY EXPERIENCE

Lead Product Designer. VIVITA Aotearoa (Dec 2022 – Dec 2024).

Designed and built hands-on learning environments, exhibitions, and public installations. Worked closely with young people to prototype ideas, develop products, and bring community-focused experiences to life.

UX/Product Designer. Rolls-Royce PLC (Jan 2021 – Dec 2022).

Designed digital tools used by airline crew onboard commercial aircraft, with a focus on usability, accessibility, and clear UI. Worked with international teams and ran user testing to refine and improve processes.

EDUCATION

Master of Human Interface Technology (with Distinction) University of Canterbury | HITLab NZ Research Group

Bachelor of Design Innovation, Majoring in Industrial Design Victoria University of Wellington | Dean's List