



Ultem bespoke eyewear project [2]



Modular carry system deployment [3]



Modular carry system case detail [3]



Modular carry system hardware [3]

Dear Cloud Imperium reader,

This is UEE Citizen #1755124 [1] since 2017, writing to you with my pledge to grow the SC universe. As much as you may have heard this before, Star Citizen has been an inspiration to my adolescent brain with regards to taste and standards of quality—I am genuinely excited to make my first application for the team and hope we share the vision.

Design Philosophy

I design technical accessories from concept sketch to functional reality. My practice sits at the intersection of functional carry systems, body-worn objects, and soft goods industrial design/Fashion product design—skills that translate directly to concept objects for props, character accessories, and equipment systems.

Systems-Oriented Design

My second-year project, a Modular Carry System [3], won “Best in Engineering” at a SALOMON-sponsored university competition and caught the attention of ACRONYM’s Errolson Hugh [4]. The system features aircraft-harness style attachment points for stability, load distribution across the upper torso, and quick release collapsible hardware to tackle the trilemma of bags that only address two of the following: Stability, Capacity & Accessibility. I understand how equipment interfaces with human movement—critical intuition for concepts that feel believable, whether the output is physical or rendered.

Prototyping & Manufacture

My bespoke eyewear project [2] demonstrates my approach to design for manufacture. 3D face scanning for accurate CAD dimensioning, 11 printed iterations, then CNC machining the final frame in Ultem PEI—a skin-safe thermoplastic with aerospace and medical applications. I design with material constraints and production realities in mind, not just aesthetics. This methodology produces concepts grounded in how things are actually made. My CAD work is built in Rhino—I’m comfortable with multi-viewport workflows and command-line input, which translates to the similar 3ds Max and Maya environments.

Background

I’m graduating from London College of Fashion (Cordwainers) in June with a First in Bags & Accessories: Product Design. My foundation is physical such as soft goods construction—but my interest is in the systems logic underneath: how things come together, organise mass, deploy, and stow. My portfolio features ideation sketches and character illustrations alongside realised products. This is the same design thinking behind compelling in-game cargo and carry equipment featured on characters.

I’m looking to apply this expertise to concept art—character accessories, props, equipment systems—where functional credibility matters within visual style.

Available from June (Graduation)

Best,
Zayn

References

- [1] ↗ UEE Citizen #1755124 (My RSI profile)
<https://robertsspaceindustries.com/en/citizens/Junglee>
- [2] ↗ Ultem PEI Bespoke Eyewear (Project 1 on Portfolio)
<https://khanate.systems/portfolio.pdf>
- [3] ↗ Modular Carry System (Project 2 on Portfolio & Dedicated Video)
<https://khanate.systems/portfolio.pdf>
<https://youtube.com/watch?v=CzvVWhV8GkY>
- [4] ↗ Instagram video of Modular Carry System that Errolson Hugh (founder of ACRONYM) liked; he has followed me since
<https://instagram.com/reel/DGeYDI-N447>