INDUSTRIAL + FOOTWEAR DESIGN PORTFOLIO

NICCO PINTAC

Industrial and footwear designer based in Manila, Philippines. I design technical products for real Philippine conditions, from monsoon streets to rice fields to climbing gyms, and take them to prototype with local makers.

PD-01 POCKET WRESTLER · GOODCLIMBS COLORWAY

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ABOUT

I'm Nicco, an industrial and footwear designer from Manila. I design products, shoes and the systems around them.

I studied industrial design at the University of Santo Tomas and have spent the years since moving between product, footwear, apparel, exhibition and graphic design, including two years as an art director leading a team of designers. Today I'm Product Design & Innovation Lead at Music Tribe.

Footwear has been the constant throughout. I've designed shoes since 2018, and several have gone into factory production.

My process runs from quick sketches to CAD, Blender renders and physical prototypes, whether that's a sample off a factory line or a 3D print on my desk. AI tools like Vizcom and Claude are part of that workflow too. They speed up concept visuals, colorway tests and research, and help me build custom tools that streamline the process.

I'm at my best on products that fit where they're used: built for local weather, local streets and the makers who produce them.

NOW	BASED IN	STUDIED	FOOTWEAR	OPEN TO
Product Design & Innovation Lead, Music Tribe	**Manila, Philippines**	**BFA Industrial Design, University of Santo Tomas, 2017**	**Designing shoes since 2018**	**Freelance and full-time work**

ABOUT

EXPERIENCE AND RECOGNITION

EXPERIENCE

SEP 2026 – PRESENT	**Music Tribe**	Product Design & Innovation Lead. Product design and innovation across Music Tribe's music and audio brands. Current work is under NDA and can be discussed in interviews.
SEP 2024 – SEP 2026	**Thirty-One Digital**	Art Director. Led a design team on digital marketing and art directed shoots.
JUN 2021 – NOV 2022	**BrenPro Inc.**	Head Apparel & Merchandise Designer. Uniforms and apparel for esports athletes.
MAY 2021 – NOV 2022	**Finn Cotton**	Lead Footwear Designer & Community Manager.
NOV 2019 – JAN 2021	**Bestsource General Merchandising**	Jr. Footwear & Graphic Designer.
JUN 2019 – NOV 2019	**Motherland PH**	Founder & Lead Designer of a personal footwear label.
APR 2018 – OCT 2018	**Centrex Corporation**	Designer. Trade fair booths.
JUN 2015 – OCT 2015	**Bambike**	Industrial Design Intern. Bamboo bikes and ramps, concept to prototype.

RECOGNITION

2014	**Volkswagen** · Car Design Contest, winner
2015	**Top Gear Philippines** · Featured
2017	**Calling All Creators** · Featured
2018	**Foot Locker** · Top 100 Design
2018	**New Balance** · Semi-finalist designer
2018	**Sole Academy** · Sneaker Design
2018	**Pensole** · 21 Days of Design, winner
2019	**Philippine Footwear Design Competition** · Semi-finalist
2019	**Adidas HQ** · Pensole Scholarship
2019	**Manila FAME** · Designs featured
2019	**Marikina City** · Footwear Design Recognition
2022	**MLBB Jersey Ranking** · Top 1 Design
2022	**Waze** · Top Performer
2023	**University of Santo Tomas** · Speaker
2023	**DOST PTRI** · Resource Speaker

TOOLKIT

3D

Blender, KeyShot, Rhino 3D, Fusion 360, Autodesk 3ds Max, AutoCAD, SketchUp, Enscape

2D

Photoshop, Illustrator, InDesign, Premiere Pro, Procreate, Figma, Adobe XD, CorelDRAW, Canva

AI

Vizcom, Claude, ChatGPT, Gemini

LEAD

Creative direction, team leadership, brand strategy, project management, teaching and mentoring

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★ FEATURED PROJECT

01

PRODUCT DESIGN

Gear, vehicles and machines built around local problems, and designed with manufacturing in mind from the first sketch.

PD-01 Pocket Wrestler → 06

PD-02 E-kuliglig Tractor → 08

PD-03 Urban Mobility E-trike → 11

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PD-01 PROTOTYPE

POCKET WRESTLER

The crimp wrestler is a tabletop finger-strength duel that climbers love. Pocket Wrestler shrinks it into a single-finger version that clips to your chalk bag.

Two players hook a finger into opposing tracks and pull. The open outer frame doubles as a structural loop, so it takes a standard carabiner and goes wherever your gear goes.

It's built for 3D printing: three parts, no supports, and a snap-fit that holds up to repeated pulls without a single screw or drop of glue.

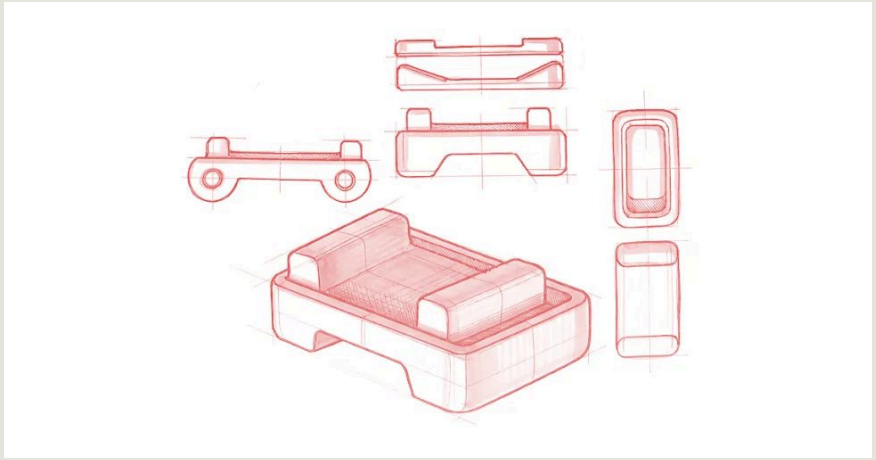
SPEC · PD-01

BUILD	3 printed parts, no supports
FASTENERS	None, snap-fit
CARRY	Carabiner loop in frame
COLORWAYS	12, named after Manila climbing gyms
FILES	Free on MakerWorld

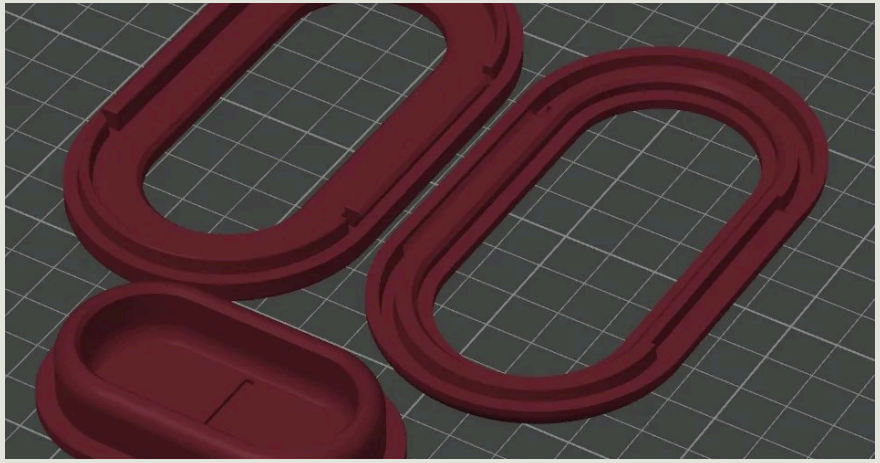
PD-01 FROM SKETCH TO PRINT

From red-pen form studies to three parts that print flat, then into climbers' hands and onto their packs.

FORM EXPLORATION



EARLIER TRAY CONCEPT



PRINTS FLAT, NO SUPPORTS

HEAD TO HEAD

CLIPPED TO A PACK

FRAME AND INNER TRACK

PD-02 CONCEPT

E-KULIGLIG TRACTOR

The kuliglig, the Filipino hand tractor, is the workhorse of small farms. This one swaps its diesel engine for a 15 kW electric drive.

PD-02 CONCEPT

ELECTRIC DRIVE, SEALED CHASSIS

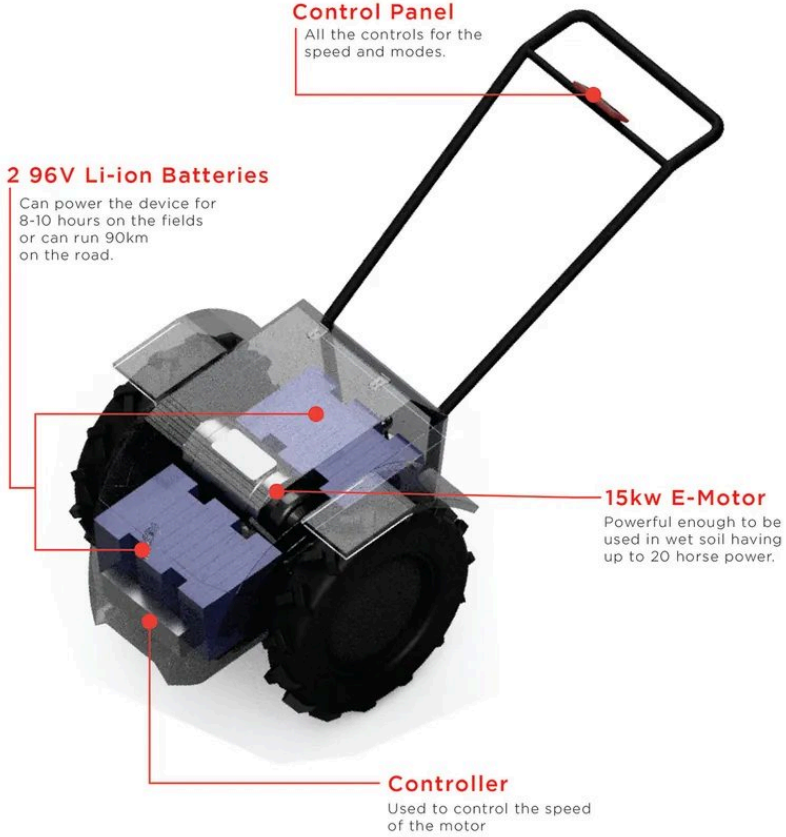
Its design has barely moved: an exposed diesel engine that hits the farmer with fumes, noise and vibration all day.

E-kuliglig swaps diesel for a 15 kW electric drive. A sealed chassis protects the operator and keeps mud and rain out of the internals, which cuts maintenance and adds years to the machine.

Speed and power controls sit in the handlebars, so the operator never has to let go. The rear hitch stays modular for plows, harrows and cultivators.

SPEC · PD-02

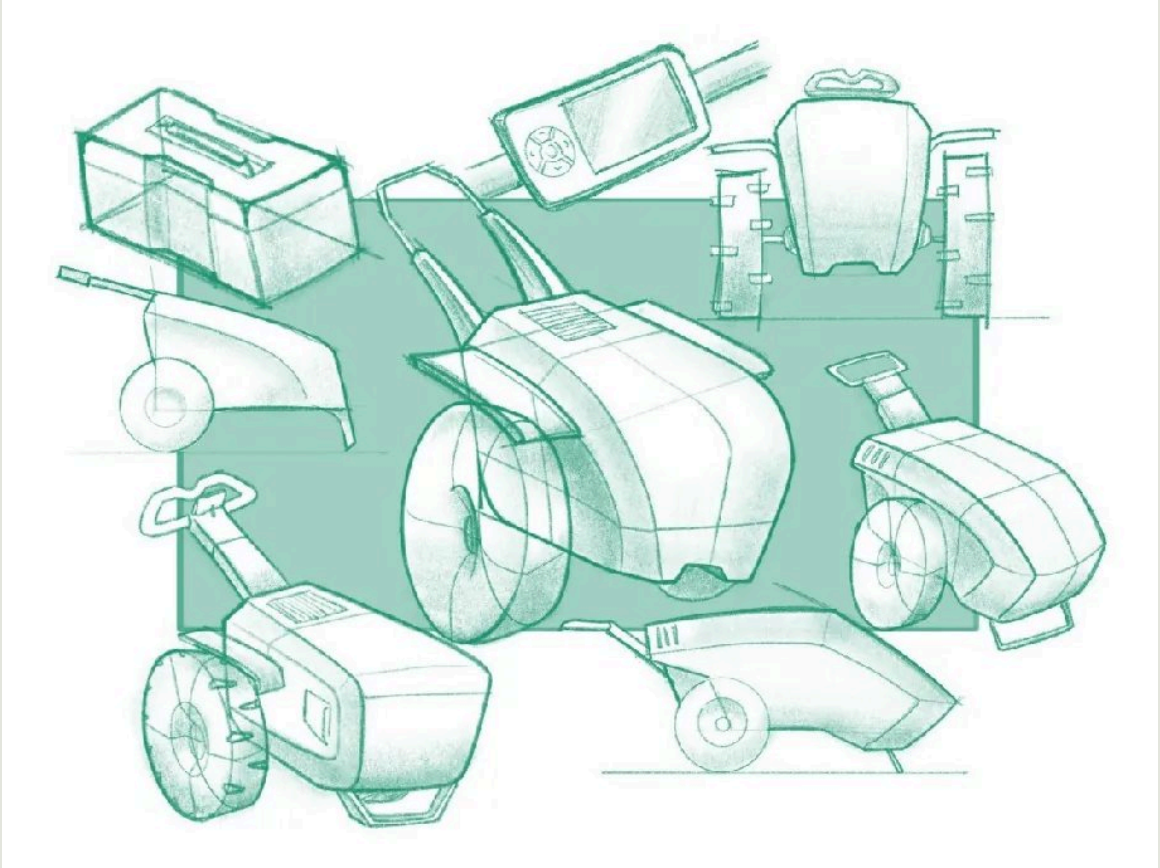
MOTOR	15 kW electric (20 HP equiv.)
BATTERY	2 × 96 V lithium-ion
FIELD TIME	8–10 h continuous
ROAD RANGE	Up to 90 km per charge
HITCH	Modular rear



PD-02 IN THE FIELD

Built for mud and rain: the sealed body and handlebar controls keep the operator in charge from the first pass to the last.

ON A DIRT PATH BESIDE A RICE FIELD



IDEATION SKETCHES

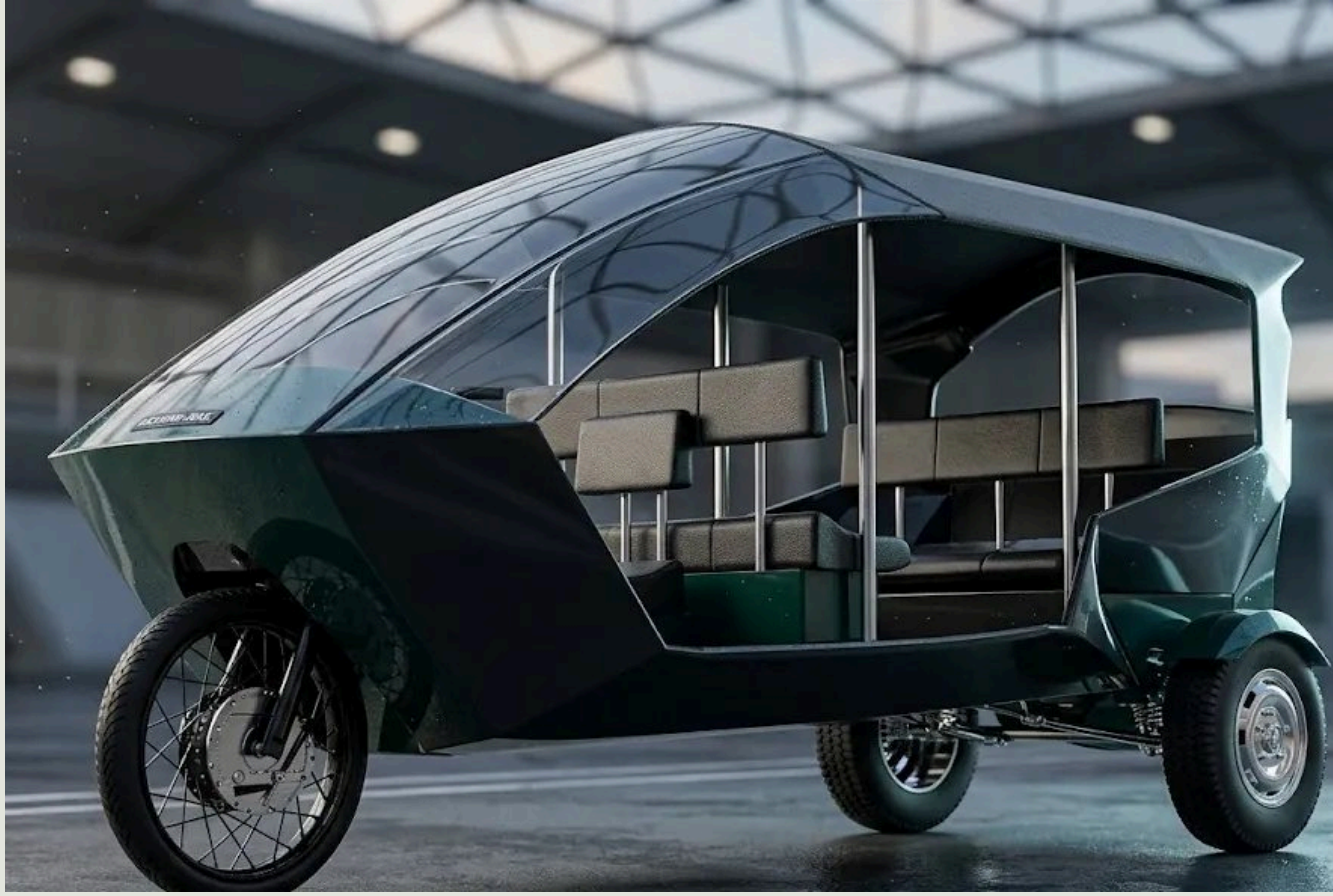
PD-03 CONCEPT

URBAN MOBILITY E-TRIKE

Mandaluyong's e-trikes still run on rules borrowed from the gas tricycle. This project redesigns the vehicle and the way its routes operate.

The cabin is planned around passengers, with room to move, secure handholds and proper storage. A wide, sweeping windshield opens up the driver's view of the road.

The faceted shell is shaped for low drag, which improves efficiency and stretches battery range across a full day of trips.



SPEC · PD-03

ROUTE	Mandaluyong City
SCOPE	Vehicle and operating system
CABIN	Handholds, storage bays
BODY	Low-drag faceted shell

PD-03

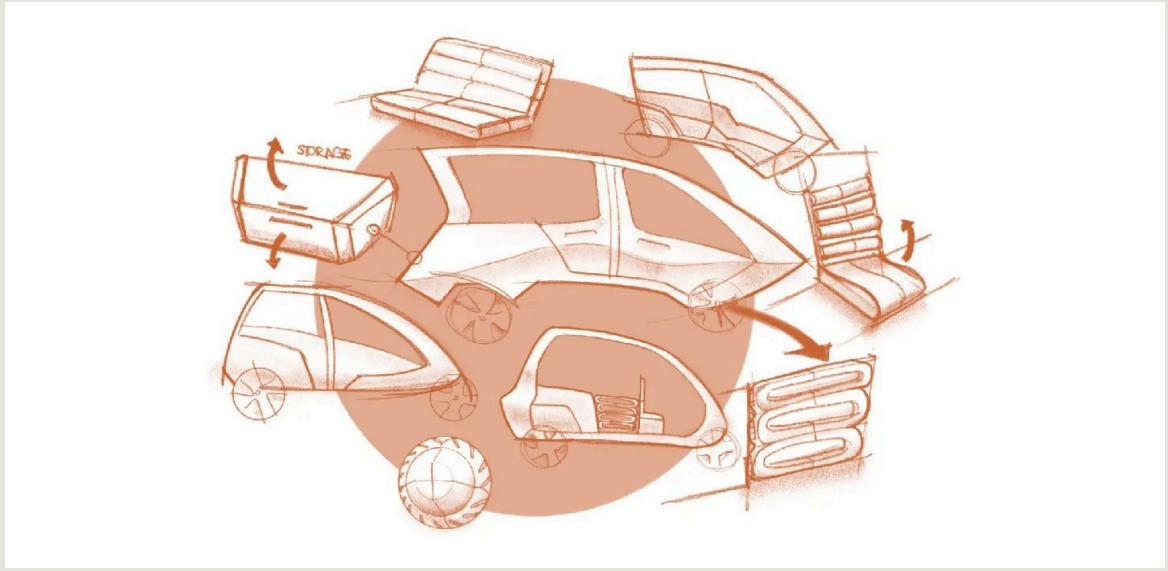
FIXING THE ROUTE AS WELL AS THE RIDE

Research on the Mandaluyong routes turned up eight problems in how the service runs. Each one gets a specific fix.

	AREA	HOW IT RUNS NOW	PROPOSED FIX	TARGET
01	**PICKING UP PASSENGERS**	Passengers flag e-trikes anywhere on the road, with no set stops where they can wait safely.	Build proper waiting sheds so passengers have a safe, covered place to wait for the next e-trike.	**Sheds** SAFE STOPS
02	**FARE**	E-trikes borrow the regular tricycle fare matrix.	A dedicated e-trike fare matrix with a fixed ₱6 starting fare, making it a cheaper way to get around.	**₱6** BASE FARE
03	**BOUNDARY**	Drivers pay a daily boundary of ₱150 to ₱500 to operate.	Cut the minimum boundary by 13% so drivers keep more of what they earn.	**−13%** MIN. BOUNDARY
04	**BATTERY CARE**	Batteries are charged only once they run flat, and poor Li-ion charging habits shorten their life.	Train drivers in Li-ion care and introduce battery swapping to cut downtime.	**Swap** BATTERY SYSTEM
05	**PASSENGER SPACE**	There is no room for passengers' bags or luggage.	Redesign the e-trike itself, with a storage compartment, more legroom and safety features for driver and passengers.	**New** VEHICLE DESIGN
06	**DEPARTURE**	Like gas tricycles, e-trikes wait until every seat is full before leaving.	The 15-minute rule: wait 10 to 15 minutes, then leave whether full or not.	**15 min** MAX WAIT
07	**SIGNAGE**	Terminals have few signs or guides, so passengers have to ask around.	Simple, icon-based signage so passengers can find their way on their own.	**Icons** WAYFINDING
08	**AVAILABILITY**	E-trikes mostly run on weekdays, following Mandaluyong City Hall's schedule. Weekends are up to each driver.	Spread the fleet evenly across all seven days to balance service with drivers' rest days.	**7 days** EVEN COVERAGE

PD-03 THE VEHICLE

A faceted, low-drag shell with a wide canopy, a passenger cabin with handholds and storage, and a protected rear wheel housing.



IDEATION SKETCHES

REAR HOUSING

CANOPY DETAIL

SIDE PROFILE

PASSENGER CABIN

PD-04 CONCEPT

JOLT BOARD

A 27-inch electric board for city commuters: light enough to carry all day, stable enough for busy streets.

The deck is made from renewable bamboo and abaca fiber, tough but with some flex. Dual hub motors keep every wire out of sight, and an integrated lithium-ion pack does 15–20 mph for 8–10 miles.

The remote works in either hand, keeps the controls to the essentials, and has a safety strap so it stays with you in traffic.

SPEC · PD-04

DECK	27 in, bamboo and abaca
DRIVE	Dual hub motors
SPEED	15–20 mph
RANGE	8–10 miles per charge
REMOTE	Ambidextrous, safety strap

REMOTE, THREE VIEWS

PD-05 EXHIBITION BOOTHS

CONCEPT

Two exhibition stand concepts, each shaped around a different kind of brand.

COFFEE AND SPIRITS LOUNGE · WARM TIMBER, SLATTED PRIVACY WALLS, PENDANT LIGHTS

TECH AND GAMING STAND · ANGULAR CANOPY, BOLD GRAPHICS, OPEN DEMO ZONES

02

FOOTWEAR DESIGN

Technical sneakers, climbing shoes and full collections, taken from sketch to tech pack to factory sample with Filipino makers and materials.

FW-01	Wave Technical Footwear	→ 17
FW-02	Bloom Climbing Shoes	→ 21
FW-03	Finn Cotton Collection	→ 24
FW-04	BIGWASI	→ 27
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FW-01 · 3 PROTOTYPES + FINAL

WAVE TECHNICAL FOOTWEAR

A weather-resistant high-top slip-on, built for months of monsoon rain and developed over four rounds with local makers.

FW-01 3 PROTOTYPES + FINAL

BUILT FOR THE RAINY SEASON

The rainy season here lasts for months. Wave started as a design challenge: a high-top slip-on I could wear every day, whatever the forecast.

It became a test of local capability too. I pushed our manufacturing partners beyond traditional leather shoemaking to prove they could build a world-class technical sneaker, and it took four rounds to get there.

SPEC · FW-01

UPPER	Neoprene, elastic straps
CLOSURE	Water-resistant zip, buckle strap
SOLE	Molded EVA, Vibram midsole
ROUNDS	3 prototypes + final
MADE BY	Local manufacturing partners

FW-01

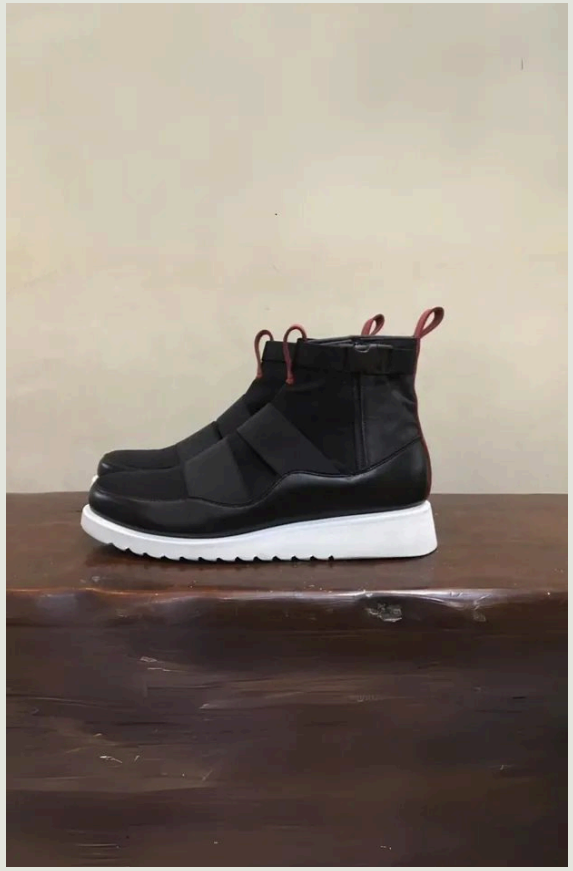
FOUR ROUNDS TO FINAL

Each prototype round answered one question about the shoe, from the silhouette to the sole to the finish.

01 PROTOTYPE 01

Set the high-top silhouette: black neoprene, elastic straps and a water-resistant zip. A white skirt stretches the look of a standard cupsole.

02 PROTOTYPE 02



Dropped the cupsole for a chunky molded EVA outsole. The shoe moved from sneaker toward rugged, boot-like utility.

03 PROTOTYPE 03

Balanced the heavy sole with a cleaner, more minimal upper. This is where the techwear direction locked in.

04 FINAL

Premium performance materials, functional details throughout, and a Vibram midsole for comfort, durability and grip.

FW-01

PROFILE AND OUTSOLE

From the first silhouette sketches to the studio shot of the final lugged outsole.

SILHOUETTE SKETCHES

OUTSOLE AND PROFILE

PROTOTYPE 01 PAIR

PROTOTYPE 02 SKETCH

PROTOTYPE 03

FW-02 CONCEPT

BLOOM CLIMBING SHOES

Precision friction rubber meets bold printed textiles, for climbers who want their shoes to say something on the wall.

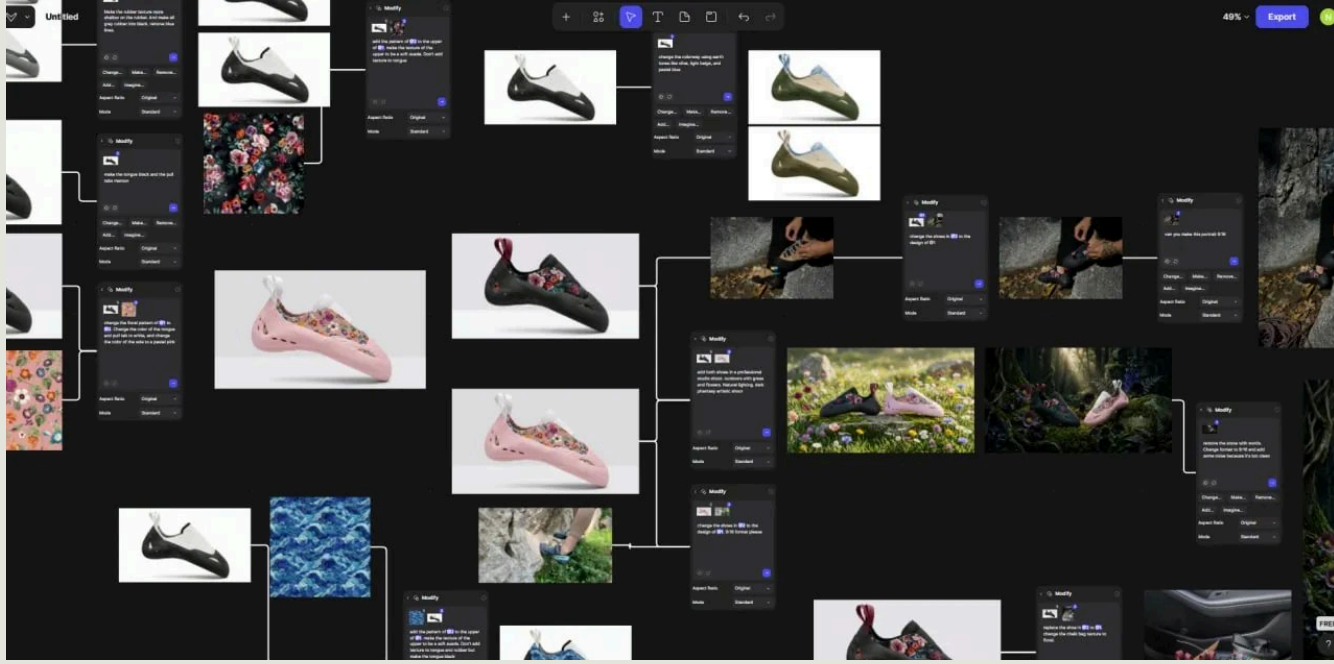
FW-02 CONCEPT

PERFORMANCE WITH PERSONALITY

Climbing shoes are built for performance and almost never for personality. Bloom pairs precision friction rubber with bold printed textiles.

Two silhouettes, slip-on and dual-velcro, come in moody dark florals and a bright light pink, for climbers who want their shoes to say something on the wall.

I took it from line sketch to final visuals in Vizcom, using its node workflow to control material mapping and test colorways fast.



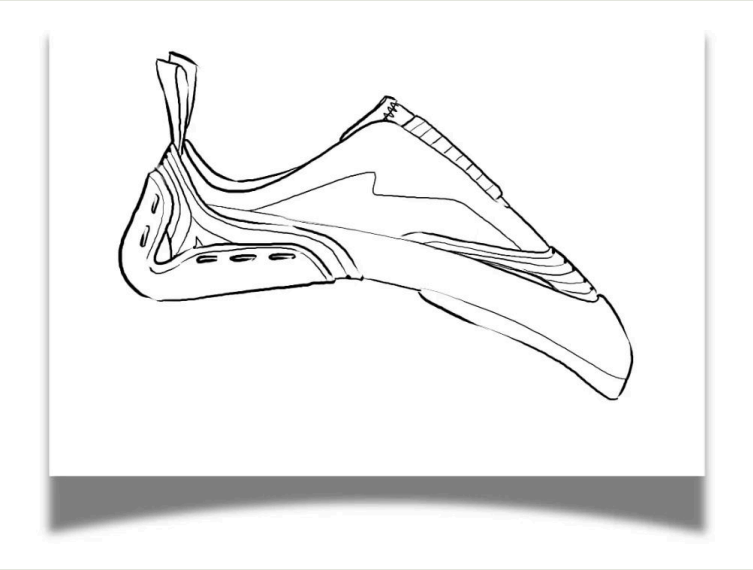
SPEC · FW-02

VERSIONS	Slip-on, dual velcro
COLORWAYS	Dark floral, light pink
RUBBER	Textured for friction
WORKFLOW	Line sketch to Vizcom

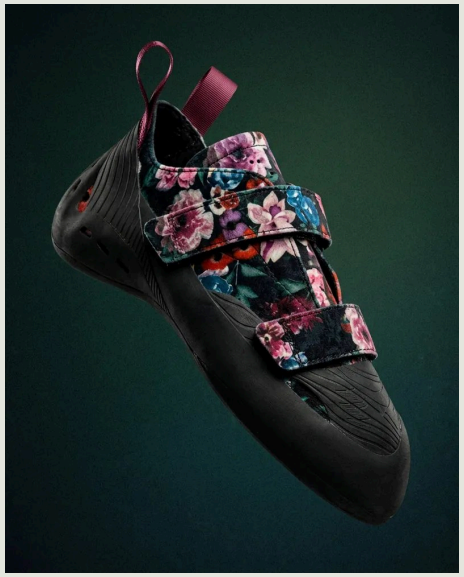
FW-02

SKETCH TO WALL

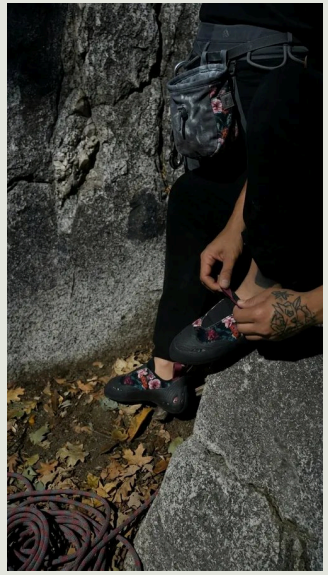
A clean base sketch, the two textile prints, and both versions out on rock.



BASE SKETCH



DUAL-VELCRO VERSION



ON ROCK

ON ROCK

TEXTILE PRINTS

FW-03 PROTOTYPE

FINN COTTON COLLECTION

Finn Cotton built its name on unique sneakers at fair prices, but its early lines were off-the-shelf designs from China.

When the brand committed to original Filipino design, the CEO brought me in to lead the shift. I designed the full collection and handled every stage: concept sketches, material selection, tech packs and refining the final prototypes.

RUNNING SNEAKER · CONCEPT TO PROTOTYPE

SPEC · FW-03

ROLE	Lead footwear designer
PERIOD	May 2021 – Nov 2022
SCOPE	Full collection
OUTPUT	Sketches, CMF, tech packs, prototypes

FW-03

COLOR, MATERIAL AND FINISH

CMF renders exploring color, material and finish across the collection.

FW-03

CONCEPT SKETCHES

Concept sketches that set the silhouettes, each with a single accent color.

FW-04 PROTOTYPE

BIGWASI

BIGWASI sets an avant-garde silhouette against Filipino material heritage.

I wanted to push a sneaker toward experimental, almost futuristic form while keeping it rooted in something traditional. The result is a high-top on a bold, sculptural EVA sole, with straps that wrap around the upper and cloth rope where the laces would normally go.

The Filipino side lives in the textile. The straps are loom-woven cloth, handmade by indigenous weavers in Negros. Around them sit neoprene, donkey leather and diamond-textured cloth, so the handmade weave plays against smoother surfaces and every panel brings a different texture.

SPEC · FW-04

TEXTILE	Loom-woven cloth, Negros
LACES	Cloth rope
UPPER	Neoprene, donkey leather, diamond-textured cloth
SOLE	Sculpted EVA

FW-04

THREE MOVES

UP CLOSE ON THE PROTOTYPE

01 THE SOLE

A thick white EVA platform, built up in layers and curved up at the heel, carries the whole silhouette.

02 THE STRAPS

Bands of Negros loom-woven cloth cross the upper at angles, over neoprene and a donkey leather toe cap.

03 THE LACING

Cream cloth rope crosses the vamp and winds around the ankle in place of standard laces.

FW-05 PROTOTYPE

PAMBA SNEAKERS

A handmade premium casual sneaker in two colorways, each drawn from a Filipino icon.

FW-05 PROTOTYPE

THE STORY LIVES IN THE MATERIALS

The silhouette is a clean, low-profile court shoe with a perforated toe, a padded collar, a serrated-edge cupsole and gold-tipped laces. It's meant to be the everyday pair that goes with everything.

Each colorway layers several leathers and suedes in close tones, so the shoe reads as one color from across the room and shows its texture up close.

SPEC · FW-05

TYPE	Premium casual sneaker
BUILD	Handmade
UPPER	Leather and suede
COLORWAYS	Sampaguita, Carabao
STAGE	Prototype

01 · WHITE / CREAM

SAMPAGUITA

Named after the national flower. Instead of one flat white, the upper layers off-whites and creams like overlapping petals, so it looks soft and dimensional instead of stark.

TOE #FAFAFA

SUEDE #E2DED9

TONGUE #E2D6B3

VAMP #C9C0B8

02 · BLACK / DARK TONES

CARABAO

Named after the water buffalo of the Filipino farm. Black leather and suede borrow its strength and matte, weathered texture: rugged, but refined enough to dress up.

LEATHER #1E1D1F

SUEDE #3C3939

LINING #9E7A64

AGLET #D7BA82

FW-05

FIRST TO FINAL PROTOTYPE

The first round tested a gum cupsole in cream. The final pair moved to black leather and suede on a white serrated cupsole.

FIRST PROTOTYPE · GUM CUPSOLE

FINAL PROTOTYPE · WHITE SERRATED CUPSOLE

PERFORATED TOE, SUEDE MUDGUARD

GOLD-TIPPED LACES

PADDED COLLAR, SUEDE LINING

FW-06 CONCEPT

PATCHWORK RAG BASKETBALL

Almost every Filipino home has one: the round patchwork basahan, a rag stitched together from fabric offcuts and sold by street vendors.

This basketball concept borrows its construction. The upper is built from mixed-material panels, each treated like a separate offcut, and joined with heavy contrast stitching that mimics the handmade rag.

The result gives a structured performance shape a fragmented, textured look, and a nod to the everyday resourcefulness behind the original.

SPEC · FW-06

CATEGORY	Basketball
UPPER	Paneled mixed materials
STITCHING	Contrast zigzag
REFERENCE	Patchwork basahan rag

FW-06

FROM BASAHAN TO BASKETBALL

01 THE SOURCE

Round rags sewn from leftover fabric, bright, mismatched and built to last.

02 THE PALETTE

YELLOW #C9910D

OCHRE #8A4C07

FOREST #04281A

ROYAL #294E8D

PINK #C94763

CHARCOAL #252525

Rag-bright panels on a charcoal base, sampled from the final render.

03 THE BUILD

Every panel reads as its own offcut, joined by pink zigzag stitching.

MIDSOLE WITH PINK ACCENT DETAILS

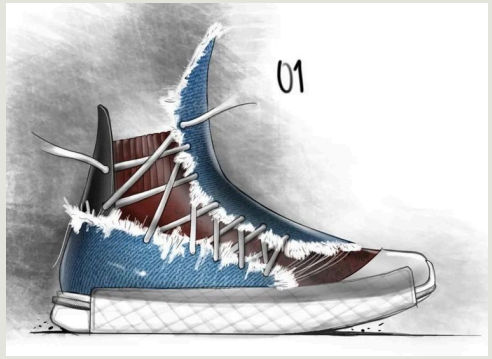
ROYAL BLUE LACES, FOREST GREEN COLLAR

FW-00

SKETCHBOOK

CONCEPTS AND CLIENT WORK

Footwear concepts drawn between projects, plus pairs made for clients.



03

3D RENDERS

Product visualization from scene setup to final frame: lighting, materials, camera and art direction, from clean catalogue angles to moody hero shots.

3D-01	Vesper Mini Echo ★	→ 36
3D-02	Meta Quest 3	→ 38
3D-03	Formula 1 Car	→ 40

3D-01 CONCEPT

VESPER MINI ECHO

A compact echo pedal, rendered as a full launch set: lineup, catalogue angles, a color hero, low-key glass and a footswitch macro.

3D-01 CONCEPT

THE LAUNCH SET

Vesper is a compact echo pedal: two knobs, a tape-or-digital toggle, and an orbit graphic whose rings read like repeats fading out.

I rendered it as a full launch set: a colorway lineup in cream, teal and rust, clean catalogue angles, a top-down hero on a color backdrop with a hard sun shadow, a low-key shot on black glass, and a macro of the chrome footswitch.

SPEC · 3D-01

CONTROLS	Time, Mix, Tape / Digi
COLORWAYS	Cream, teal, rust
SHOTS	6
RENDERER	Blender, Cycles

HERO, COLOR BACKDROP

CATALOGUE, THREE-QUARTER

CATALOGUE, TOP-DOWN

MACRO, FOOTSWITCH

LOW KEY, BLACK GLASS

3D-02 RENDER STUDY

META QUEST 3

A render study chasing the bright, soft look of consumer tech launch imagery.

Independent render study. I am not affiliated with, sponsored or endorsed by Meta.

3D-02 RENDER STUDY

ONE CAMPAIGN

A render study of the Meta Quest 3, chasing the bright, soft look of consumer tech launch imagery.

The set covers a hero angle, front, back and a close-up of the sensor array, plus a cinematic frame lit by a single blue rim light. Every angle shares one lighting setup, so the set reads as a single campaign.

Independent render study. I am not affiliated with, sponsored or endorsed by Meta.

FRONT

BACK

SENSOR DETAIL

CINEMATIC, 2.39:1

SPEC · 3D-02

SHOTS	5
LOOK	High-key studio, cinematic
BACKDROP	Pale blue sweep
RENDERER	Blender, Cycles

3D-03 RENDER STUDY

FORMULA 1 CAR

One frame of a Formula 1 car, lit like a launch reveal. A single soft overhead strip, a black reflective floor and a deep falloff into shadow keep the eye on the bodywork and livery.

OUTPUT
4500 × 3000 px

RENDERER
Blender, Cycles

Independent render study. I am not affiliated with, sponsored or endorsed by Formula 1, the FIA or any Formula 1 team.

CONTACT

LET'S BUILD THE NEXT ONE.

Have a product, a shoe or a render in mind? Send me a brief, a rough sketch or just a question.

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03	**BEHANCE**	/IsiahPintac	04	**WEBSITE**	niccopintac.com

SCAN FOR THE FULL SITE

The interactive version has the colorway picker, project filters and a TV that rewards patience.

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