

Carlos Mosqueda

Design Engineer

My main passion is using design to help bridge complex processes or concepts and present them in a simple and comprehensive way to the end users.

Work Experience: _____

Financiera MEXI

Personal Loans

02/19 - Present Day

Redesign the UI of internal tools in order to maximize the productive space on screen and ensure the end user is only presented with the essential prompts needed.

In charge of gathering information regarding how users perform their day to day tasks and interact with their tools in order to arrive at the best possible usability results.

Achievements:

Aside from my regular design tasks, I was placed in charge of the infrastructure for the commercial webpage as well as an additional webpage for a side project related to the company. Had to learn to use WordPress as well as how to prepare a server instance to host said WordPress installation.

At the same time, I was placed in charge of styling and upkeeping a LMS platform (Moodle) for an internal project. This particular task involved first learning how to use Moodle as a platform and later required me to get further acquainted with shells script in order to perform several adequations and server migrations.

WeaRobot - Temporary Mechanical Engineer

Exo-skeleton Design

02/18 - 06/18

Define and calculate the strength requirements to build a prototype lower body exo-skeleton and source the motors capable of delivering those specs.

Parametrize and redesign key components of an upper body exo-skeleton to make it fit different sized users without compromising the structural integrity of the assembly.



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🌐 /in/carlosmosqueda/

Abilities: _____

Multidisciplinary Team Management

Investigation & Reporting

User research and interviewing

Quick Learner

Self-Motivated

English 95%
(Técnical/Conversational)

French 40%

Education: _____

**Bachelor's degree
in Digital Design
Engineering**

Universidad de Monterrey

04 - 08

Certifications: _____

**Fundamentals of
Digital Marketing**

Google

July 2019

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Design Engineer

I enjoy learning about new subjects and how people do things in order to tailor the best possible experience for them and get a product they ultimately love and feel comfortable with.

Work Experience: _____

Driblet - Main Designer/Co-founder

Smart Measuring Platform

13 - 17

In charge of all the tasks involving design, promotion and presentations. Eventually migrated into mechanical and industrial design as well as testing the prototypes for the physical products and low-scale manufacturing.

Achievements:

The transition from graphical designer to mechanical designer was made through self study.
Co-designed the turbine/generator for the first version of the product and managed to take the electronic housings and seals to prototype production fase.
I designed a testing bench for the turbines.
Worked together with the electronics team to develop the PCB housing boxes, making sure the final product worked at it's best without compromising aesthetics.
Became the point of contact for clients and suppliers and was in charge of organizing meetings, lab tests and field installations.
In charge of ticketing and reservations and expense reports for team outings.

SINCA - Animator/Programmer

E-learning Course Development

11 - 13

Converting Power Point presentations into interactive activities and animations designed for e-learning platforms

Achievements:

I wrote the code for lesson progression and designed and coded several of the activities for the courses from scratch. They were all designed to be easily reusable.



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Having a design and coding background make it a lot more easy to naturally understand what deliverables and information each team needs in order to progress.

Work Experience: _____

Practum - Animator/Programmer

Project Management Consulting Agency
09 - 10

Building remote learning applications using Flash, as well as assisting in the modelling and rigging of 3D objects.

Achievements:

I managed the UI design on the interactive game screens for the remote learning experience. I was also in charge with the filming and composition for videos designed for remote lessons.
When a new line of online activities was created, I took over the task of designing the characters that would appear in the platform.

Xiphias - Founder & Main Engineer

Design and Engineering Consultancy
10 - Present day

Personal design agency, I've developed interactive learning materials for PepsiCo and Toyota, video compositing and modeling and printing of 3D objects for engineering and tabletop games.

I've also collaborated in an industrial mechanical workshop creating the digital blueprints for some of their transporters and as a translator for international clients of said shop.



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