

LOUIS CUTNER

DESIGNER | ENGINEER | ARTIST

CONTACT

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PROFILE

Hi! I'm a second-year Design Engineering MEng student at Imperial College London. I have a passion for Human-Centred Design and creating thoughtful UX to positively impact the lives of others. I enjoy solving design problems in a team, and trying to find a creative path to a solution. I am currently looking for an

EDUCATION

University • 2019 - 2024

MEng in Design Engineering,
Imperial College London
(currently on a 2:1).

A Levels • 2019

MAchieved A* in Mathematics, A*
in Art and A in Physics, University
College School.

GCSEs • 2017

Achieved 6A*s and 3As including
Mathematics, English, Physics,
Chemistry, Biology and Art,
University College School.

SKILLS

Design

Adobe Illustrator, Adobe
Photoshop, Adobe After Effects,
Adobe InDesign, Adobe XD,
Figma, Human-Centered Design,
UI & UX

Programming

HTML, CSS, Python, JavaScript,
Arduino (C++), React, MATLAB

Computer Aided Design

Fusion 360, Solid Works

HOBBIES

Design

Ceramics (on a potters wheel),
Gardening, Cooking, Traveling

EXPERIENCE

Design Intern • Tonus Tech • 2021 (6 months)

- Prototyped an exoskeleton leggings suit, by collaborating with a software engineer and an electronics engineer.
- Developed technical CAD model by collaborating with a fashion designer, using data from a model I generated in OpenSim.
- Designed an accompanying app using data from body-worn sensors. Collaborated with a physiotherapist to understand user requirements.

Operations Manager • Design Engineering Society • 2021 - Present

- Ensured the smooth running of logistics and overall planning of events within the society by using my leadership and management skills.
- Conducted research to determine the success and weaknesses of society, and created guidelines to improve outreach and success of events.

Website Developer • Freelance • 2021 - Present

- Set-up and ran my own web design consultancy by forming a small team to design and code custom websites for more than 10 clients.
- Accelerated the workflow by using web prototyping tools (Adobe XD & Figma) to gather fast and informative feedback.
- Developed dynamic JavaScript websites for clients and managed deployments on AWS, GitHub and Cloudflare.

Research & Development Intern • E3D • 2018 (2 weeks)

- Conducted rigorous research on new experimental temperature sensing equipment for 3D printer hot-ends.
- Worked in a team to assemble electronic equipment for internal parts testing.

ACHIEVEMENTS

Imperial College Hackathon Finalist • 2021

- Finalist in the Imperial College 48 hour hackathon.
- Designed Tontu, a smart system to combat energy waste in the home.
- I was tasked with creating design guidelines for the brand, and making the app and presentation pages.

National Finalist, Weizmann Competition • 2021

- Designed and built a safe to be cracked with Physics puzzles over 4 months.
- Came 2nd in National finals and attended the International competition in Israel.
- Received a Gold Crest Award for work.