



Hi, I'm
MIGUEL RUIZ

I'm a creative mechatronic engineer, i started my journey with self-learning and hard work, i continually keep myself updated by new practices, trends and technologies.

Keep Scrolling

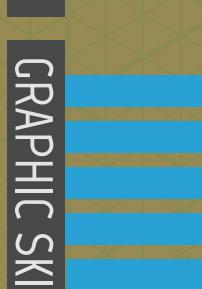
ABOUT ME

Born in 1993 in Mexico City, I hold a bachelor degree in mechatronic engineering from Autonomous National University of Mexico. I have experience designing wearables, interactive stands, virtual reality environments, video games, mobile applications and products. In addition I spend my time learning and developing personal projects.

I targeted knowledge in engineering to design and manufacture installations, prototypes and products looking for synergy between technology and art.

Nacido en 1993 en la Ciudad de México, soy Ingeniero en Mecatrónica por la Universidad Nacional Autónoma de México. Tengo experiencia en el diseño de wearables, stands interactivos, entornos de realidad virtual, videojuegos, aplicaciones móviles y productos. Además paso mi tiempo aprendiendo y desarrollando proyectos personales.

He orientado mis conocimientos en ingeniería al diseño y fabricación de instalaciones, prototipos y productos buscando la sinergia entre la tecnología y el arte.



Creative

Constructive imagination, capable of generating ideas, concepts and original solutions.



Self-learning

Enjoy exploring the limits solve complex problems and extend their capabilities.



Collaborative

Thinking together, teamwork is one of the pillars in the development of projects.



Curious

Instinct browser, attempt to discover what is unknown.

MY SKILLS



OTHER PLATFORMS

Kinect
LeapMotion
Google Cardboard
Oculus Rift
OpenCV
OpenGL
Raspberry Pi
Arduino
Twitter API

WORK EXPERIENCE AND AWARDS

ExpoDimei 2013-2 Award: Electronics June 2013
Project: Implementation of a scale domotic system



Engineering Design June - Dic 2013
Collaboration in power solar system design for CASA UNAM for Solar Decathlon 2014.

Mobile Applications Sep - Dic 2013
iOS course by an authorized Apple developer



Freelance Work September 2013
Design and manufacture of a touch capacitive Mario Bros lamp

ExpoDimei 2014-I Award: Electronics November 2013
Project: Design and implementation for a musical wearable (MIDI drum jacket)



Engineering Design January - Present 2014
Assistant of Mechatronic Department at UNAM, collaboration in projects such as product design, interactive stands and teaching.

Interactive Stand February 2014
Software development and UI design of an interactive catalog of books for LIBROS UNAM and presented in XXXVI FILPM



ExpoDimei 2015-I Award: Software December 2014
Project: Development of a virtual reality video game for Oculus Rift and Google CardBoard

Instructor in engineering January 2015
Instructor for theoretical and practical courses of electronics and programming basics



Let's Talk

Made by Miguel Ruiz a geek who ❤ pizza. (2014)



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