

Paolo Rüegg | Design Engineer

Summary I am a product and software developer passionate about making complex technologies accessible. I prototype applications through a blend of user-centred design thinking and technical knowledge.

Links

[Portfolio](#)[LinkedIn](#)[GitHub](#)paolo.rueegg@me.com[+41 78 907 70 59](tel:+41789077059)

Education

- 2015 - 2019 **Imperial College London** | *MEng in Design Engineering* | *Master's degree*
- Highest ranking student of the year (78 of 100) holding a First-Class Honours degree (summa cum laude)
 - Design (Communication in Design, Enterprise Management), Computing (Mechatronics, Sensing and IoT, Robotics, Big Data), Engineering (Electronics, ...) | Heavy focus on project work and need-driven innovation
 - Project work includes *OrBit* & *Behind the Gap*, an IoT music tech product and a VR study on railway safety
- 2014 **Realgymnasium Rämibühl** | *Secondary Education*
- Bilingual Swiss Matura (5.58 of 6) and IB (42 of 45), ranked among the top 5% of my year

Experience

- 2019 - **Nomoko** | *Zürich* | *Smart City Software Startup*
- UX engineer responsible for translating business cases into technical specifications and prototyping POCs
 - Developing desktop (C#) and web (JS) apps that simulate sensor data for the autonomous vehicle industry
- 2018 **FESTO Bionics** | *Stuttgart* | *Bionic Robot Development*
- Placement student responsible for software development and project management in the soft robotics field
 - Delivered *Soft Hand* & *Fin Wave* (~250k views); focus on human-machine interaction and sensor systems
- 2017 **Produkt Design Zürich** | *Zürich* | *Design Consultancy*
- Product engineering intern responsible for concept and software development, as well as rapid prototyping
 - Delivered products in the consumer electronics and IoT field, and contributed to patent-pending IP
- 2016 **Gravity Sketch** | *London* | *Virtual Reality Startup*
- Summer internship within the rapidly growing VR start-up as a content creator and user researcher
 - Responsible for handling feature requests from the user base and preparing the Kickstarter campaign
- 2016 - 2018 **DesSoc** | *London* | *Departmental Society*
- Industrial Liaison Officer responsible for strengthening ties to design and engineering companies
 - Organised workshops and led hackathons with industry heavyweights such as *Dyson*
- 2016 / 2017 **Sensorium & Continuum** | *London* | *Annual Interactive Art Installations*
- Developed awarded installations as the main attraction of *Imperial Festival*, with about 12,000 visitors
 - Responsible for project management, concept generation and developing an interactive LED matrix

Awards & Honors

- Dean's List** Consistently in the top 10% of my cohort and winning the *Head of School Greatest Achievement Prize*
- IDE / DESIRE** *Institute of Engineering Designers Prize for Behind the Gap* | *Design Engineering Innovation Reward for Air*
- UNM Conf.** Opening keynote speaker to promote coding in schools at the biggest Swiss tech education conference

Key Skills

- Languages** Python, C++, C#, JavaScript, HTML | English (excellent), German (native), Italian (advanced)
- Software** Adobe (Id, Ai, Ps, Xd), Unity, Solidworks, Blender, MS Office
- Software Dev.** Frameworks & XR (React Native, Unity), front-end development, version control (Git), embedded systems
- Product Dev.** UI & UX design, concept development, project management, user-centred design
- Interests** Music, designing gadgets and applications, workshop tinkering, and learning new things!