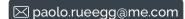# Paolo Rüegg | Product Design Protoyper

Summary   I am a product and software developer working across interaction design and XR. I prototype meaningful applications for emerging tech through a blend of user-centred design thinking and engineering practise.

Links   [🔗 Portfolio]   [in LinkedIn]   [◎ GitHub]   [✉ paolo.rueegg@me.com]   [📞 +44 74 902 058 14]

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 <u>OrBit</u> & <u>Behind the Gap</u>, an IoT music tech product and a VR study on railway safety
2014	***Realgymnasium Rämibühl*** *| Secondary Education*
	• Bilingual Swiss Matura (Ø = 5.58 of 6) and IB (42 of 45 points), ranked among the top 5% of my year

Experience

2018	***FESTO Bionics*** *| Stuttgart	Bionic Robot Development*
	• Placement student responsible for concept, hard- and software development within the field of soft robotics
	• Delivered <u>Soft Hand</u> & <u>Fin Wave</u>; focus on human-machine interaction (physical & VR) and sensor systems
2017	***Produkt Design Zürich*** *| Zürich	Design Consultancy*
	• Product engineering intern responsible for concept and software development, as well as rapid prototyping
	• Developed 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 developer
	• 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
2014	***An improvising brain*** *| Zürich	Neuropsychological Study*
	• Conducted a neuroscientific EEG study into the relationship of musical improvisation and brain activity
	• Awarded as one of the top final year projects by *Impuls Mittelschule* and exhibited at *ETH Zürich*

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, Git, Solidworks, Maya, MS Office
Software Dev.	Apps & XR (React Native, Unity), front-end development, embedded systems, machine vision, robotics
Product Dev.	UI & UX design, concept development, CAD, rapid prototyping, workshop (metalwork & woodworking)
Interests	Music, designing gadgets and applications, workshop tinkering, and learning new things!