

EXPERIENCE

Evenflo
March 2024- Present
Sr. Industrial Designer - (www.evenflo.com)

Responsible of designing wheelgoods and home gear products from initial concept through production, collaborating closely with the product development team working with fabrics/soft goods, plastics, and UI interfaces to create innovative and functional designs.

SharkNinja
March 2021- March 2024
Industrial Designer - (www.sharkninja.com)

Design kitchen appliances working with cross-functional teams to meet the user needs and align to company goals, including market research, concept development, ideation, sketching, UI/UX and design for manufacture to launch successfully products in to market.

GuideCraft
November 2019- Present
Senior Product Designer Freelance
(www.guidecraft.com)

Explore new concepts for kids products such as furniture, toys and learning sets. I have responsibilities in every step of the design process, from initial brief, research, sketch exploration through cad modeling, rendering, prototyping, and support manufacturer for plastic injection part molds.

Daikin Applied Americas
April 2020 - February 2021
Designer III (www.daikinapplied.com)

Worked in a team atmosphere closely with product development department to understand the needs of clients, provide design solutions and build air conditioning units with constraints interacting with engineering and manufacturing.

Daikin Applied Americas
October 2018 - March 2020
Designer II (www.daikinapplied.com)

As designer II was responsible for supporting all aspects of product development, designing configurable 3d parts and air conditioning units in solidworks understanding mechanical design principles from concept discovery to final production.

Daikin Applied Mexico
May 2017 to Sep 2018
Designer I (www.daikinapplied.com)

Contribute on projects through sketching and solidworks modeling for Air conditioning units such as Rooftops and Airhandler Units collaborating with engineers and strategists on numerous projects. Sketch Exploration for new ideas, prepare layouts, BOMs and ECOs for HVAC units. Create renderings for the marketing team and catalogs.

Marlik
April 2016 to April 2017
Industrial Design (www.marlik.com.mx)

Responsible for developing countertops, amenities, sinks and kitchens for hospitality, public areas and residential spaces in solid surface from initial concept, sketches, prototyping final production,. Job function required daily interactions with engineering, manufacturing and marketing team.

Marlik
Nov 2015 to March 2016
Industrial Design Intern (www.marlik.com.mx)

Involved in discovery phases of a new product line of sinks and amenities expanding the company portfolio. Delivered unique product concepts, from sketching exploration, cad modeling through CNC prototyping, 3d printing and fiberglass molds manufacturing.

EDUCATION

Offsite Design Sep2020-Dec2020
Advanced Design (<https://advdes.org/offsite>)
Design Skills taught by industry professionals

Nuova Accademia di Belle Arti 2013-2016
San Luis Potosi, SLP MX
Product and interior design program

Universidad del Valle de Mexico 2013-2017
San Luis Potosi, SLP MX
Bachelor in Industrial Design

SKILLS

Brain Storming
Brief Concept and Ideation
Trend market and user research
Problem Solving
CMF design
UI/UX
Capable of working with Constraints
Prototyping
Drafting
Technical and Fabrication Drawings

Adobe Suite
Photoshop, Illustrator, Indesign
Sketching
Sketchbook Pro
3D Modeling
Solidworks, Rhinoceros
3D Rendering
Keyshot, V Ray
Microsoft Office
Word, Excel, Power Point, Outlook
Languages
Fluent in English and Spanish

CERTIFICATIONS

Solidworks
-Professional Mechanical Design
-Professional Surfacing
-Professional Sheet Metal

Photoshop
-Associate