

# Paolo Rüegg – Design Engineer

## Education

- 2015 - 2019 **Imperial College London** | *MEng in Design Engineering*
- On track for a first-class honours degree and consistently in the Dean's List (top 10% of the cohort)
  - Design, Engineering Analysis (Mechanics, Electronics, Fluid Dynamics), Computing, Sensing and IoT, Communication in Design, Big Data, Mechatronics, Robotics, Management, Optimisation, Production
- 2014 **Realgymnasium Rämibühl** | *Secondary Education*
- Bilingual Swiss Matura ( $\bar{O}$  = 5.58 of 6) and IB (42 of 45 points), ranked among the top 5% of my cohort

## Experience

- 2018 **FESTO Bionics** | *Stuttgart* | *Robot Development*
- Six-month industrial placement as a design engineer within the field of soft robotics and bionics
  - Responsible for hardware and software (Python & C++) development of novel robotic systems
  - Developed a robotic hand for the automation and service robot industry, with a focus on sensor systems
- 2017 **Produkt Design Zürich** | *Zürich* | *Design Consultancy*
- Six-week intern as a product design engineer
  - Responsible for concept development, CAD, software engineering and rapid prototyping
  - Worked on projects in the industrial testing and home security field, and contributed to patent-pending IP
- 2016 **Gravity Sketch** | *London* | *3D creation in Virtual Reality*
- Six-week internship within the rapidly growing start-up as a content creator and developer
  - Responsible for 3D-, and animation rendering of geometry created in VR and feature improvements
- 2016 - 2017 **DesSoc** | *London* | *Departmental Society*
- Industrial Liaison Officer responsible for strengthening ties to design and engineering companies
  - Independently organised prototyping workshops 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 ideation, concept generation and developing an interactive LED matrix for *Sensorium*
- 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** Among the top 10% of my year at Imperial over the last three years of the MEng course
- DESIRE** *Design Engineering Selected Innovation Reward* winner for my coursework relating to sustainable FMCGs
- UNM Conf.** Opening keynote speaker to promote coding in schools at the biggest Swiss tech education conference

## Key Skills

- Languages** English (excellent), German (native), Italian (advanced)  
Python, C++, MATLAB, HTML, JavaScript
- Software** Adobe (Id, Ai, Ps), Solidworks, PyCharm, Office
- Development (digital)** Experience with both back- and front-end development, from embedded systems to high-level applications
- Development (physical)** Metal-, and woodworking, hand drawing, UI mockups, storyboarding, CAD, rapid prototyping
- Interests** Designing gadgets, User-centred systems, Music
- Driving** Car (B) and motorcycle (A) licence

## Personal Information

- Portfolio** [www.paolofalcoruegg.com](http://www.paolofalcoruegg.com)
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