

Lucia Margarita Rabago Mayer

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2171KT
Sassenheim, The Netherlands

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rm.lucia@gmail.com
+31 6 29 40 98 11
www.rmlucia.com



PERSONAL STATEMENT

In this resume I like to demonstrate my professional experience, personal skills and accomplishments as an Interaction Design Engineer. Originally from Mexico, I studied the Master in Interaction Design in Switzerland. During my professional life I have learned to develop technical solutions from the user perspective. By understanding the user and technology, great projects will evolve and that's something I like to express in my work.
I consider myself a honest, responsible and creative young professional. By applying technology and design in a clever way, I want to change people's life.

EDUCATION

- From September 2013 to September 2014.
M.s. Interaction Design
La Scuola universitaria professionale della Svizzera Italiana (SUPSI),
- From September 2012 to July 2013
Studied Science in Embedded System Design,
ALARI University of Lugano, Switzerland,
- From September 2007 to May 2012
Bachelor in Mechatronics Engineer
Tecnologico de Monterrey Campus Guadalajara, Mexico.

MY SPECIALITIES

KNOWLEDGE

SKILL

Interaction Design	Interface Design User Profiling Multiplatform Design Experience Design Brief Creation	Adobe Photoshop Adobe Illustrator InVision	
Software Engineering	Programming System Design Knowledge in Front and Backend OpenSource Code eg. Basic Knowledge in Data Base Systems	HTML & CSS Javascript & JQuery OpenSource Coding C++ Python MathLab PHP	
Hardware Design	Hardware Integration Design of Hardware Creation of PCB	Proteus Eagle Driver Development	
Mechanical Design	Software for Design Software for Analysis Manufacturing Skills	SolidWorks AutoCad G-Code Laser Cut 3D Printing	

LANGUAGE SKILLS



HOBBIES & INTERESTS



RECOGNITIONS



DEFI Generation 2012
Graduated with honors, the diploma is call "Diploma de Excelencia a la Formación Integral" This is translated as "Diploma to the Integral Excellence Formation" highest degrees at the University.
Tecnologico de Monterrey Campus Guadalajara 2012

EXPERIENCE AND LEARNING

Van Berge Henegouwen, Design Engineer. The Netherlands, from January 2015 to Today.

- I have developed and designed special installations for luxurious super yachts.
- I designed experiences that involve the usage of technology in a clever and integral way.
- My task is to develop designs and turn them into functional description and visversa.eveloped skill
- For the last year I have successfully implemented the design method as part of the workflow to support multidisciplinary teams.
- I provided hands-on support to developed the integration of the department in the company.
- In the last year I have successfully coordinated the teams and interdepartment teams to do the production of the one-offs of the company.

Master in Interaction Design Experience Switzerland, from September 2013 to July 2014.

- The Master program had a strong focus on interaction design for tangible objects, services, and multiplatform design.
- Under the supervision of prof. Massimo Banzi, prof. Bill Keays and prof. Massimo Menichinelli I have worked on several projects for companies such as Frog and TODO.
- I have learned about design, it's application and prototyping and user centred design on an individual and business level.

Master in Embedded Systems from September 2012 to July 2013.

- Studies in Embedded Systems and Software engineering.
- I learned about tools like Agile and Scrum to understand their usage as SW Developer.
- I practiced and learned my skills as a programmer.

Freelance Projects.

Mexico and Switzerland, from September 2012 to February 2012.

- I designed and developed the mechanics, electronics, control and interaction of 4 different projects for companies such as DIPRO and El Vod. E.g. museums exhibits, and I worked on creating an intelligent water curtain among others.
- I learned how to create specifications and requirements for a project which helped to understand both needs for the client and the project itself.

POLE Project.

Mexico Switzerland and Italy, in 2011

- The Project Oriented Learning Environment (POLE) brought professionals together to work across cultures and languages. In cooperation with POLE's partner company ELICA, I contributed on a project for the creation of a domestic air purifier functional prototype.
- The project gave me the opportunity to work in various multidisciplinary and intercultural environments.

Bachelor in Mechatronics Engineer

Mexico from September 2012 to July 2012.

- I studied subjects that involved mechanics, electronics and computer science.
- I was an active member and in some cases even coordinator of different student groups.
- I did two different internships at Intel and Freescale besides my studies.
- I developed workshops for children to teach them the basics in programming and robotics.
- I organized congresses and different activities to promote the bachelor and our learnings among colleagues and kids.

Grupo Aguilas Mexico

Mexico from September 2010 to July 2012.

- I was an active member of a student group which mission was to help students and companies to develop leadership skills regarding communication, leadership and team building.

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Interface Design
User Profiling
Multiplatform Design
Experience Design
Brief Creation

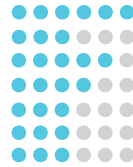
Adobe Photoshop
Adobe Illustrator
InVision



Software Engineering

Programming
System Design
Knowledge in Front and Backend
Opensource Code eg.
Basic Knowledge in
Data Base Systems

HTML & CSS
Javascript & JQuery
Opensource Coding
C++
Python
MathLab
PHP



Hardware Design

Hardware Integration
Design of Hardware
Creation of PCB

Proteus
Eagle
Driver Development



Mechanical Design

Software for Design
Software for Analysis
Manufacturing Skills

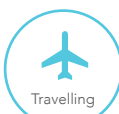
SolidWorks
AutoCad
G-Code
Laser Cut
3D Printing



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