

Paolo Rüegg | Curriculum Vitae

Summary I am a software and product engineer passionate about immersive technologies and human-machine interaction. I prototype applications through a blend of user-centred design thinking and technical knowledge.

Links



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)
 - Computing (Algorithms & Data Structures, Physical Computing, Sensing and IoT, Big Data), Engineering (Robotics, Electronics, Mechanics, Thermofluids, ...), Design (Communication, Enterprise Management, ...)
 - Projects include *OrBit* & *Behind the Gap*, an IMU music tech device and a VR simulation environment
- 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* | *Digital City ETH Startup*
- Front-end software engineer responsible for building apps using city-scale, photogrammetric 3D datasets
 - Developing desktop (C#) and web (JS) apps that simulate sensor data for the autonomous vehicle industry
- 2018 **FESTO Bionics** | *Stuttgart* | *Bionic Robot Development*
- Six-month software engineering placement; focus on sensor systems and visualisation in soft robotics
 - Designed and implemented an IMU state estimation system for *Soft Hand* using C++ and Python (ROS)
- 2017 **Produkt Design Zürich** | *Zürich* | *Product Design Consultancy*
- Summer intern responsible for software and concept development in the consumer electronics field
 - Contributed to patent-pending IP as part of the development of an IoT-enabled home security device
- 2016 **Gravity Sketch** | *London* | *Virtual Reality Startup*
- Summer internship within the rapidly growing VR start-up as a developer and interaction researcher
 - Implemented Unity-based (C#) user interface components and gesture interactions for their VR app
- 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 audio-visual installations as an attraction of *Imperial Festival*, with ca. 12,000 visitors
 - Responsible for project management and software development of a depth-sensing, interactive LED matrix

Awards & Honors

- Dean's List** In the top 10% of my cohort over the entire degree 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#, C, JavaScript, HTML | English (excellent), German (native), Italian (advanced)
- Software** Adobe (Id, Ai, Ps, Xd), Unity, Blender, MS Office, Solidworks
- 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!