



David Aragón Jiménez

Product Designer

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Portafolio



EDUCATION



Industrial Designer (ago/15 - dic/2022) Monterrey

COURSES

AIDIA Sketching Course, Product rendering & 3D Modeling Course

Oct 2025

Participation of Bootcamp "Full-Stack-developer Edx-Tecnologico de Monterrey"

Jan 2023 - Dec 2023

EXPERIENCE

ITESM - Monterrey Campus

Role: Industrial Design Career Instructor

Jan 2018 - Dec 2019

- Provided laser cutting services and 3D printing techniques, fostering students' creativity and technical skills.
- Modeled 3D parts required for projects, enhancing the precision and functionality of designs.
- Redesigned drawings using AutoCAD, Fusion 360, and Inventor, improving the accuracy and presentation of projects.
- Assisted in the use of woodworking machinery, ensuring proper operation and safety.

PROJECTS



Ómicron - App Visual Proposal

Aug 2022 - Dec 2022

- Collaborated with a multidisciplinary team to analyze the brief, define project scope, and align designs with client objectives.
- Researched UX trends and created high-fidelity mockups using Figma, Photoshop, and Illustrator.
- Designed user flows and elements to enhance visual appeal while prioritizing user-centricity.
- Presented the final app design to stakeholders, highlighting functionality, aesthetics, and alignment with business goals.



Oxxo - Gondola Design

Aug 2022 - Dec 2022

- Analyzed the project brief and defined constraints to align the proposal with the company's objectives.
- Conducted a space analysis to optimize the gondola's functionality and accessibility within the store layout.
- Applied design thinking to develop creative solutions based on client requirements.
- Performed a competitive benchmark, identifying key trends and differentiating the proposal from competitors.
- Created 3D models using Rhino 3D and generated realistic renderings in Keyshot and Vray 3D to present the design visually.
- Presented the final proposal to stakeholders, ensuring alignment with the project's objectives.



Zero Uno - Watch Design

Aug 2022 - Dec 2022

- Designed an innovative visual concept for a watch, from ideation to final presentation, aligned with the project's brief parameters.
- Applied a design thinking approach to analyze insights from the brief and define strategic objectives.
- Conducted a competitive benchmark to identify key trends and enhance differentiation of the proposal against competitors.
- Developed 3D models using Rhino 3D and created advanced renderings in Keyshot and Vray 3D, achieving high visual realism in the presentation.
- Presented the final proposal to stakeholders, effectively communicating the vision and technical details to ensure alignment with project goals.



John Deere - Folding Roof Design

Aug 2017 - Dec 2017

- Collaborated with the team to analyze insights from the brief and define project scope.
- Applied dynamic problem-solving to analyze challenges and develop innovative solutions.
- Contributed to the creation of mockups and 3D modeling using Autodesk Inventor, producing detailed technical drawings for production.
- Delivered the final proposal, highlighting the innovative design and technical and functional aspects.

SKILLS

- **Soft Skills:** Adaptability · Critical thinking · Emotional intelligence · Collaboration · Creativity · Problem-solving · UX mindset · Resilience · Continuous learning.
- **3D Design & Modeling:** Rhino, SolidWorks, Inventor, Fusion 360, Blender, 3ds Max, SketchUp (Learning, Solid Edge)
- **Rendering & Visualization:** KeyShot, V-Ray, Twinmotion.
- **Graphic & UX/UI Design:** Photoshop, Illustrator, Figma(Learning)
- **Technical Drawing & CAD:** AutoCAD.
- **Web & Programming (Learning):** HTML, CSS, JavaScript, Python.
- **Languages:** English · Spanish (native).