

Gerardo Cambronero

Industrial | UX Designer
Space Architect

Portfolio
LinkedIn
GitHub

Email
713 842 0100
Houston TX

Skills

Space Architecture
Space Systems Engineering
User Experience Design
User-Centered Design
Human Factors
Ergonomics & Anthropometrics
Human-Machine Interaction
Iterative Ideation
Visual Communication (2D & 3D)
Materials & Manufacturing
Functionality Testing

Tools

Adobe Photoshop
Adobe Illustrator
Adobe XD, Figma
SolidWorks, Blender
Fusion 360, SketchUp
KeyShot Renderings
Fabrication & Prototyping

I believe design + technology has unlimited potential to improve our human experience. I seek Industrial Design for its blending of convenience and functionality. Through design, I aspire to inspire.

Experience

Halliburton — Sr UX Designer

Jan 2021 - Present

Work closely with product owners and development teams to provide expertise on best UX design practices.

Orkestry — Design Director | Co-Founder

Sep 2020 - Present

Responsible for spearheading research at every stage of our products' lifecycle; from conceptualization and prototype validation to usability testing and final production. I drive an iterative approach to the design of digital projects to ensure the targeted solution set is desirable and viable.

Xcel Design Studios Inc — Design Consultant | Founder

Aug 2015 - Present

I conduct research and exploration specific to the advancement and discovery of new infrastructure and clean energy technologies dedicated to future transportation and city development focusing on user-centered design, user-experience, and digital/physical human interactions.

ABS Nautical Systems — UX Analyst

Jan 2020 - Mar 2020

Promoted ideation and collaborated in product development, advocating for optimal user-experience. Defined design guidelines and specifications to ensure consistent development across all platforms and projects.

Ensign Energy Services — Industrial Designer

Jan 2015 - Jun 2015

Designed a new digital/physical controls console for Ensign's Next-Generation ADR 1500-S class drilling rigs fleet. Utilized human factors techniques and human-centered design principles to simplify user workflows and make intuitive interfaces that minimize user training and learning curves while increasing safety at the rig site.

Advent Firm — Architecture Design Engineer

Mar 2014 - Jan 2015

Improved company's overall production by implementing the use of new 3D CAD software used for the design and production of manufacturing and presentation materials. Directed and assisted in the fabrication, construction, and completion of all projects.

Sumec North America — Industrial Designer

Oct 2012 - Feb 2014

Improved existing products line and innovated new ones exclusively for the US market. Successfully developed a US market-friendly line of small-chore cultivators and gardening tools.

Education

The University of Houston—
2021

Master of Science
Space Architecture

The University of Houston—
2013

Bachelor of Science
Industrial Design

Miami Dade College — 2005

Associate of Arts
Mechanical Engineering

Memberships

The Interaction Design Foundation
Credential ID 85012 - Since Jul
2020

Certifications

University of Texas
Full Stack Web Developer

Experience

Techtronic Industries Inc — Industrial Design Intern

May 2011 - May 2012

Collaborated with engineering and industrial design teams on multiple projects, including products under well-known brands such as Ryobi, Rigid, and Craftsman. Reversed engineered existing tools to propose improvements and/or ideate new design concepts.

Innerspace Storage Solutions — Lead CAD Designer

Sep 2000 - Apr 2006

Created residential high-end storage systems for multi-million dollar homes. Designed furniture- specific mechanisms for intricate design storage solutions and space organization.

Raymond Engineering — Junior Engineer

Nov 1997 - Dec 1999

Analyzed architectural plans to design mechanical, electrical, and plumbing (MEP) systems for apartment buildings.

US NAVY — Petty Officer 3rd Class

Apr 1993 - Apr 1997

Performed various military duties.