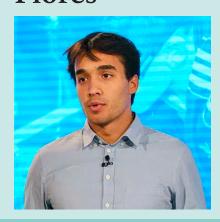# Jordi Albanell Flores

Contact details

Phone: +44 7738 667864
E-mail: albanelljordi@gmail.com
Portfolio: jordialbanell.com
LinkedIn: linkedin.com/in/jordi-albanell/

Education

Masters in Design Engineering
Imperial College London
2017 - 2021
Results: First Class Honours
Awards: DESIRE (Design Engineering Selected Innovation REcognition)

Insights for Innovation
Foundations in Design Thinking
IDEO U
July 2020 - August 2020

The American School in London
High School
2009 - 2017
Awards: The Head of School's International Award, The ECIS Award for International Understanding

Skills

Adobe
InDesign, Xd, Photoshop, Illustrator, PremierPro
3D Modelling
CAD, Solidworks, SketchUp, Rhino
Programming
Java, Python, MatLab, C++, Max MSP
Other skills
Excel, Unity, Soldering, Machining

Languages

Fluent - English, Spanish, Catalan
Proficient - French

About me

I am a hard-working and motivated Design Engineer eager to learn and use my skills in creative ways. Exploring different countries throughout my life has taught me to adapt easily to all cultures. I am particularly passionate about working on problems that have significant social impact.

Work Experience

March 2021 - Present — **Choral Hub Head UI/UX Designer**
- Managed and designed the wire frames of the app through ideation sessions with the design team.
- Organised weekly stand-ups with the programming and marketing team.
- Organised and held more than twenty user testing calls upon releasing the Beta app.

July 2020 - March 2021 — **Choral Hub UI/UX part-time intern**
- Assisted with wire frame and game designs.

July 2019 - September 2019 — **The Magic of Things Ltd. Design Engineer Intern**
- Managed new illusion product from brainstorming and ideation to design and assembly.
- Developed automation software in Python and 3D designs using Fusion.
- Monitored deployment and use of illusions in events.

July 2018 October 2018 — **FIRST Tech Challenge UK Intern**
- Designed resources for thousands of teachers and students on how to manage a team and build a robot.
- Participated in conferences with schools and companies like Bloomberg to advertise FIRST.

September 2018 — **PlanMyGapYear teacher volunteer**
- Led and planned lessons at a monastery in Nepal for children ages 5-18 in mathematics and English.

January 2018 - Present — **FIRST Robotics Mentor**
- Mentored a team of 60 students to build a successful robot to compete in Shenzhen and Chicago.
- New York '14 & '15 and Shenzhen '17 regionals winners.

October 2017 - July 2021 — **Imperial College Football Club Captain**
- Managed 173 members during COVID and contacted other universities for payments and events.

University Projects

Bilateral Cochlear Implant Game Design: Worked with a research group to identify key motivating factors for teenagers with bilateral CIs to use interactive music games. Interviewed various stakeholders and designed an initial version of a game on Unity to improve their spatial and musical sound perception.

HiiT Me Up Co-Founder: Designed a platform for game changing social workouts. Developed the company's P&L, ran multiple user testing sessions, designed the app's wire frames, and helped program a web-app.

COU Pain Relief product: Developed COU, a product for UK vocational drivers that targets neck strain through massages. Led interviews with stakeholders, and used SolidWorks, Arduino and 3D-printers to make a functioning product.

Future IoT project: Designed a product-service system based around the use of a future cognitive IoT platform. Used SolidWorks and Adobe XD to design eBike and app software.

Rock Paper Scissors Machine: Built a gizmo to play Rock Paper Scissors against a human. Used SolidWorks, Python, and machining to assemble it.