





Sila Martínez López

Industrial Design Engineer & Mechanical Engineer

I see myself as a designer who brings creativity, commitment, and a positive mindset to every project. My leadership abilities and strong communication skills enable me to effectively coordinate the team, transmit ideas to clients, and present projects. I am eager to apply my diverse background in design and engineering to make a tangible impact on healthcare, accessibility and inclusivity through product design that is both aesthetic and functional.

Achievements

Loctite Award 2022 Best Final Degree Project in the area of Industrial Design and Product Development Engineering.

First Prize & Adaptability Mention 2022 in the Excellence Awards for Final Engineering Degree Projects of the Community of Madrid (COGITIM).

Honours with distinction in the Industrial Design and Product Development Engineering final degree project (2021).

Patented Design "Autonomous transfer system from/to wheelchair" & Working functional Prototype developed (2021).

James Dyson Award 2018 National finalist.

Honours with distinction in the subjects Design Workshop, Design Workshop III and Graphic Design (2018-2020).

Scholarship for **academic excellence** awarded by the community of Madrid (2016) and **best academic record** in high school.

Skills

3D Modeling: Rhinoceros 3D (Cademy Masterclass), Creo Parametric, SolidWorks (Master ESDesign), Inventor, AutoCAD 3D, Meshmixer.

Rendering & Animation: KeyShot (Cademy Rendering Masterclass + Will Gibbons Animation Masterclass), Unreal Engine, V-Ray.

Video Editing: Premiere, DaVinci.
3D printing (Course in Polytechnic University)
Structural calculation (Cype)
Adobe and Office 365

Languages

Spanish Native language **English** Proficiency Cambridge (C2)

Work Experience

Mormedi

Current position

Staff Design Engineer

June 2022 – Jan 2024

Dec 2021 – June 2022

Industrial Design Intern

As a Design Engineer at Mormedi, I engage in every stage of the design journey. This includes conducting, generating ideas through sketching and 3D modeling, delivering through rendering, video animation, and storytelling, and testing via building mockups and prototyping.

Since we work with international clients, my work language is English and I am used to traveling for onsite workshops, in person client presentations and prototype manufacture supervision.

Thomas Wellness Group

Oct 2021-Dec 2021 Product Developer

In TWG my responsibilities encompassed designing, developing, conducting structural calculations, and supervising manufacturing processes of exclusive CrossFit and Fitness products for Singular WOD, Evergy and Thomas Wellness Group. I was specially involved in the development of the Infinity Rig modular structure.

Laras Future S.L

Oct 2020-March 2021 Product Design Engineer

I collaborated with a company that had a patented design and wanted to launch their product into the market. My role involved conceptualizing their idea, creating detailed blueprints, and conducting factory visits to ensure the realization of the product.

Education

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2021-2022	Master's Degree in Digital Product Modelling (Using SolidWorks, KeyShot & Davinci Resolve) Barcelona School of Design (ESDesign) Grade 9/10
2016-2021	Graduated in Mechanical Engineering Polytechnic University Madrid (ETSIDI) Grade 8.05/10
2016-2021	Graduated in Industrial Design and Product Development Engineering Polytechnic University Madrid (ETSIDI) Grade 8.33/10
2013-2014	A Levels (A1) in King's College Taunton (England) 1 year abroad (Mathematics, Art, Technology & drama)