



Lucas Licht Pradillo

Industrial Designer

PORTFOLIO:

lp-design.eu

FOCUS

UX Design

Physical/Digital UI Design

Interaction design

Prototyping

SKILLS

Figma

ProtoPie

3D Modeling & Printing

Fusion 360, Blender

Adobe Creative Suite

Indesign, Illustrator, Photoshop

Programming

Python, Arduino (C++), Processing

LANGUAGES

German - CERF C2

English - CERF C2

Spanish - CERF C2

Dutch - CERF B2

CONTACT

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+43 650 39 799 31

Graz, Austria

PERSONAL INFORMATION

Date of Birth: 09.06.2000

Nationality: German, Spanish

ABOUT ME

Industrial Designer with experience in automotive development, user-centred design, and rapid prototyping. Through projects at Mercedes-Benz and LearningSuite, I have contributed to the development of physical and digital products by combining design research, 3D modelling, prototyping, and technical problem-solving. Passionate about creating intuitive and high-quality user experiences, I enjoy translating concepts into feasible solutions that balance user, engineering, and business requirements. Motivated by collaborative product development, I enjoy transforming ideas into tangible solutions from concept to realisation.

EXPERIENCES

LEARNINGSUITE FLEXCO 07.2025 - Current

UX/UI Designer | Product Development

Designed and prototyped user-centered digital products while collaborating with developers and stakeholders to balance usability, technical feasibility and business requirements.

MERCEDES BENZ - R&D SINDELFINGEN 02.2025 - 06.2025

UX & UI Design Internship

Automotive UX Design Intern, Technology & Architecture Team

Tasks: UI Design, 3D Modeling, Rendering, Animating, Development of a modular component prototyping system

MERCEDES BENZ - R&D SINDELFINGEN 09.2024 - 01.2025

MSc. Thesis Internship

Developed a tangible haptic interface concept for autonomous vehicle passengers, combining user research, UX design, physical prototyping, and Arduino-based development. Conducted iterative testing and validation to evaluate interaction quality and user experience.

FREELANCE - LLP RENDERINGS 02.2021 - 04.2023

Product Renderings & Animations

Creating 3D models and photorealistic product renders and animations on a freelance basis

SMART-SHIP B.V. 02.2021 - 07.2021

BSc. Graduation Internship

Design of an ergonomic Azimuth control unit for Tugboats.

UX Research & Design, Ergonomics, Anthropometrics

EDUCATION

MSc. INDUSTRIAL DESIGN - ENGLISH 02.2022 - 01.2025

Technical University Eindhoven - Netherlands

Master Track: Research, Design & Development

UX / UI Research & Design, IoT Design, Physical (Arduino) & Digital (Figma, XD) Prototyping

Thesis Topic: Tangible Haptic Interface for Passengers of Autonomous Vehicles (Grade 8.5)

BSc. INDUSTRIAL DESIGN ENGINEERING - ENGLISH 09.2018 - 07.2021

The Hague University of Applied Sciences - Netherlands

UX & UI Design, Strategic Design, Design for Smart Objects, Packaging Design

Thesis Topic: Ergonomic Interface for Tugboat Operators (Grade 8.5)

IB DIPLOMA PROGRAM - ENGLISH 08.2016 - 06.2018

International School Utrecht - Netherlands

Higher Levels: Physics, Mathematics, Spanish B

Standard Level: English A - Language & Literature, Chemistry, History