

GERARDO FRUTOS DORDELLY

INDUSTRIAL DESIGNER -
DESIGN & ENGINEER
SKILLS

- **3D & 2D Modelling**
 - Solidworks
 - Rhinoceros
 - AutoCAD
 - Blender
- **Visualization**
 - Adobe Suite
 - Keyshot
 - Prototyping
 - Sketching
- **Other Design Tools**
 - Midjourney
 - Vizcom
 - GenType
 - Krea
 - Miro
- **Design for Manufacturing**
 - Polymers (Intermediate)
 - Metal (Advanced)
 - Wood (Advanced)
 - Ansys Granta MS

SOFT SKILLS

- Concept-to-Market Execution
- Cross-Team Collaboration
- Project Management
- Adaptability / Flexibility
- Communication & Presentation

EDUCATION

Masters of Science | Design & Engineering

2020 -2022 | Politecnico di Milano

Bachelors | Industrial Design

2011 - 2015 | Tec de Monterrey

LANGUAGES

- Spanish - Native
- English - Native
- Italian - Native
- German - Basic

PASSIONS

- Photography
- Architecture
- Museums
- Travel

SUMMARY

Industrial designer and design engineer with 7+ years taking products from concept to production for premium manufacturers. Parametric CAD, design for manufacturing and CMF specification, with ownership of tooling-ready documentation, supplier qualification and quality approval.

WORK EXPERIENCE

INDUSTRIAL DESIGNER (Design & Engineer)

March 2023 - Present | Sealine (Viareggio, Italy)

- Engineer complete interior fit-out packages for luxury yachts (>40m) across **joinery, metalwork, composites** and integrated services, resolving geometry, tolerance and assembly for production.
- **Produce parametric 3D models** and production-ready technical drawings for every interior element, released to production for **Benetti, Azimut, Rossi Navi and Falcon Yachts**.
- **Specify CMF for production feasibility and hold 0.1 mm** assembly tolerances across fitted components.
- Design service housings including plenum intake, outlet and internal deflector geometry, working to airflow requirements set by service contractors.

INDUSTRIAL DESIGNER

February 2022 - June 2022 | Gum Design (Viareggio, Italy)

- Led material **research driving concept direction**, including experimental surface and finish development.
- **Designed six product concepts** for **Antonio Lupi** from material research through to client presentation, iterating through to sign-off.
- **Produced high-fidelity renderings and physical prototypes** for client presentation and marketing.

INDUSTRIAL & INTERIOR DESIGNER

September 2019 - September 2020 | Roku Black (Mexico City, Mexico)

- Designed **premium home product systems** from concept through to production release.
- Led **multidisciplinary teams** to execute large-scale interior solutions, integrating custom furniture with structural elements.
- Managed **cost analysis**, supplier selection and production quality directly with fabricators.

PROJECT MANAGER (DESIGNER)

May 2019 - September 2019 | JFR Arquitectos (Mexico City, Mexico)

- Supervised the **execution of corporate, hospitality, and retail spaces**, ensuring projects met high standards.
- Delivered over **9,500m² of office space for WeWork** within **4 months**, leading a team of 35 craftsmen.
- Optimized **cost-efficient furniture solutions**, including CNC based modular systems for low-income housing.

PRODUCT & INTERIOR DESIGNER (FF&E)

May 2018 - April 2019 | AoMa Studio (Mexico City, Mexico)

- Led **FF&E design across luxury hotels** for **Grupo Posadas**, from brief through to production specification. Prix Versailles Award.
- Handled **cost analysis** and supplier negotiations across **luxury hospitality projects**, securing competitive pricing for large-scale interiors.

PRODUCT DESIGNER

February 2016 - May 2018 | Ezequiel Farca (Mexico City, Mexico)

- Designed consumer products from concept to production, owning tooling-ready documentation, quality approval and client delivery.
- Secured a **Good Design Award (2018, Bath & Accessories)**, validating design excellence with the **LOX collection for URREA**.

CONTACT ME

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Italian 

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