

Lucas Fernández Abeijón

Industrial Designer, Consumer & Mobility Products

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PROFILE

Industrial designer who takes physical products from sketch and form exploration to CAD, renders and functional prototypes ready for manufacturing. Experience across mobility, outdoor and consumer products in sheet metal, tubing, carbon fiber and injection-molded plastics. Four years as a UX designer add research with real users and the habit of validating decisions before committing to them.

SKILLS

Design: Hand and digital sketching (Procreate) · Form exploration · Class-A surfacing · Rendering · CMF · Functional prototyping · User research

CAD and visualization: SolidWorks (parts, sheet metal, weldments, Simulation, Plastics) · Rhino · Fusion 360 · KeyShot · Vizcom

Design for production: DFM and DFA · Injection molding design (draft angles, parting lines, ejectors, fill simulation) · FEA · Tolerances and finishes · Technical drawings, BOMs and specifications · Supplier coordination (CNC, carbon fiber, sheet metal)

Prototyping: FDM 3D printing · Prototypes in final materials · Electronics and sensor integration

INDUSTRIAL DESIGN EXPERIENCE

Industrial Designer, Freelance

2020 – Present

- **STG Tracker Bikes:** created STG Performance, an accessory sub-brand: a sellable range of customization parts taken from concept and CAD to packaging and visual identity. Designed custom carbon fiber parts for a Svartpilen 701 build, coordinating CNC and carbon fiber suppliers.
- **Balance bike:** designed a children's balance bike from concept to functional prototype.
- **Piro Outdoor Ovens:** designed a folded sheet metal pizza oven with refractory stone as a modular accessory within an existing product family, from concept to a functional prototype in final materials, managing suppliers and optimizing the process for production.
- **Smart pet feeder:** designed a consumer product for injection molding. Built and tested a functional 3D-printed prototype (food drop angles, dosing, motor behavior to prevent jams) and integrated the electronics with the client's firmware team.

Industrial Designer, Torky Mobility

Apr 2021 – Aug 2022

- Redesigned a cargo tricycle frame for manufacturability, moving from tube bending to laser-cut tubing: 4 operations down to 3 and one supplier dependency removed.
- Produced production CAD, structural analysis, renders and prototypes for pedal and electric cargo bikes.
- Prepared technical documentation, BOMs and mechanical specifications with SKU coding. Built welding jigs and fixtures for frame assembly.

PRODUCT DESIGN EXPERIENCE (UX/UI)

Product Designer, Webake (design consultancy)

Jun 2022 – Present

- Lead designer on TechShare, Subaru of America's platform for service technicians (200K+ users). Validated concepts with 31 technicians and settled design decisions with an A/B test across 35, all shipped to production.
- Sole designer at SalesQL (B2B SaaS): 11 user interviews that shaped three shipped paid features.

EDUCATION

Industrial Design, Universidad de Buenos Aires (FADU)

Automotive Mechanics, ITCA, Buenos Aires, 2024 – 2025 (technical training)

Certifications: Class-A Surfacing, Essentials of Engineering for Industrial Designers and SolidWorks (leManoosh) · Product Design, ROI and business thinking (Sol Mesz)

LANGUAGES

Spanish: native · English: professional working proficiency · Italian: basic