



# Balázs Buhala v11\_digi

## PROFESSIONAL EXPERIENCES

**CO&CO DESIGNCOMMUNICATION** CREATIVE PRODUCT DESIGNER primary MAR 2022 - OCT 2025

Full-time project management on simultaneously running projects, frequent workshops and outstanding client satisfaction:

|            |           |       |            |         |
|------------|-----------|-------|------------|---------|
| LaraSystem | QX.me     | Huple |            |         |
| LaraSystem | FloeWater | Huple | Nosiboo    | Aladdin |
| Moskvich   | QX.me     | Kilim | Colorsonic | Aladdin |

Representing product development, engineering and validation processes in a stand-alone workflow with a high quality of reporting.

Fulfilling product realization projects through mechanical iterations and prototyping. Technical directing and key accounting.

Creating manufacturer and supplier network for all stages of production. Collaborating with external professionals during development.

*Upon completing my latest project (LaraSystem) at the studio, I have decided to take a career break starting from OCT 2025.*

**HAAS LEUCHTEN** PRODUCT DESIGNER / ART DIRECTION client OCT 2019 - MAR 2022

Brand- and product portfolio identification on a debuting luminaire collection for a lighting- and smart solutions company,

Art directing, presentation, consultation, mechanical engineering, prototyping and foundation on the supply- & manufacturing network.

 **TUNGSRAM OPERATIONS** MECHANICAL DESIGN ENGINEER primary DEC 2019 - MAR 2022

Product Design and Engineering for Industrial LED lighting products,

Comprehensive design on an extended range of several products, validation processes, in-house testing and project management.

LED PCB calculation, PSU selection, AutoBOM and illustrated MPI (manufacturing process instruction) document creation.

*Current suspends their operation in Hungary, I participate in their garden leave program and transition to Tungsram, a former joint on their site.*

 **CURRENT, POWERED BY GE** LEAD PRODUCT DESIGNER primary JUL 2018 - OCT 2019

Having a key role in Product Development and Project Management.

Personally responsible for an IP65 rated LED lighting product, creating CAD model and wiring diagrams,

Selecting components, supervising samples, management on testing and validation for the whole range.

**MANOOI & INARCHI** PRODUCT DESIGNER / PRODUCTION MANAGER primary JUN 2014 - JUN 2018

Having a key role in product development: creating products based on art direction briefs. Creating virtual and physical design-variations, and introducing them through presentations. CAD and polygonal modeling, technical drawing, creating mock-up prototypes and samples.

Having a key role in production management: managing orders and processes with custom built tools, supply chain maintenance.

Participating in exhibitions, including product design, management and installation on sight:

|                      |                     |                                                                            |
|----------------------|---------------------|----------------------------------------------------------------------------|
| MILAN DESIGN WEEK    | 2015 2016 2017 2018 | iSaloni / Euroluce; Salone del Mobile - Collaboration with Natuzzi S.p.A.  |
| LIGHT & BUILDING     | 2015 2016 2017 2018 | Frankfurt Messe Exhibition                                                 |
| BUDAPEST DESIGN WEEK | 2015 2016 2017 2018 | Exhibition in collaboration with Palmetta Showroom; Hungarian Design Award |
| INDEX EXHIBITION     | 2015 2016 2017 2018 | Dubai World Trade Centre Exhibition                                        |
| RED DOT DESIGN AWARD | 2015 2016 2017 2018 | Jurying session in Essen; Red Dot Award                                    |

**DIAGON** PRODUCT DESIGNER / UI DESIGNER thesis JAN 2013 - JAN 2014

Comprehensive design of a portable Real Time PCR (polymerase chain reaction) diagnostic appliance.

Specifying the properties and features of the design, defining the list of requirements.

Creating variations regarding the appearance and functionality, presenting visualizations.

Providing full function-map on the touch-screen based software, including the graphic design of the user interface.

|                                                                              |                             |        |             |
|------------------------------------------------------------------------------|-----------------------------|--------|-------------|
| <b>SMART DENTAL SOLUTIONS</b>                                                | <b>GRAPHIC DESIGNER</b>     | client | 2012 - 2013 |
| Designing the graphical elements within a desktop based user interface.      |                             |        |             |
| <b>DR. BODY THERAPY SERVICES</b>                                             | <b>GRAPHIC DESIGNER</b>     | client | 2011        |
| Designing the graphical elements within a touch-screen based user interface. |                             |        |             |
| <b>FORMULA-1 HUNGARORING</b>                                                 | <b>CIVIL ENGINEER SCOUT</b> | scout  | 2008 - 2011 |
| Construction assistance on sight.                                            |                             |        |             |

## STUDIES

|                                                                                                 |                     |
|-------------------------------------------------------------------------------------------------|---------------------|
| <b>BUDAPEST UNIVERSITY OF TECHNOLOGY &amp; ECONOMICS</b>                                        | JAN 2012 - JAN 2014 |
| Industrial Product Design - Msc degree.                                                         |                     |
| <b>EUROPEAN GLOBAL PRODUCT REALIZATION</b>                                                      | JAN 2013 - JUL 2013 |
| International design course, completing the semester with a 5 days workshop in London and Hull. |                     |
| <b>BUDAPEST UNIVERSITY OF TECHNOLOGY &amp; ECONOMICS</b>                                        | SEP 2008 - JAN 2012 |
| Industrial Product Design - Bsc degree.                                                         |                     |

## APPLICATIONS & PUBLICATIONS

|                                                                        |                                                             |          |
|------------------------------------------------------------------------|-------------------------------------------------------------|----------|
| <b>STYLEWALKER DAY&amp;NIGHT</b>                                       | <b>EXHIBITED @WONDERLAB, BUDAPEST</b>                       | OCT 2014 |
| <b>H.O.M.E. MAGAZINE HUNGARY</b>                                       | <b>RECOGNITION OF CROCODILE PROJECT</b>                     | DEC 2012 |
| <b>HG.HU CREATIVE BLOG HUNGARY</b>                                     | <b>INTRODUCTION OF CROCODILE PROJECT</b>                    | OCT 2012 |
| <b>INTRODUCED AT "MESTERKEZEK"</b>                                     | <b>TV SPOT BY PARLAMENT TV</b>                              | MAY 2012 |
| As a member of Room 11 Creative Design Group.                          |                                                             |          |
| <b>HUNGARIAN DESIGN AWARD</b>                                          | <b>EXHIBITED - DAVEBOARD FOOTSWITCH</b>                     | 2011     |
| As a result of a teamwork with László Varga and Balázs Váci.           |                                                             |          |
| <b>HANDS OR DOOR HANDLES</b>                                           | <b>SHORTLISTED @COMPETITION BY COLOMBO &amp; DESIGNBOOM</b> | 2011     |
| Exhibited at the latter Jean-Marie Massaud lecture at Milan Triennale. |                                                             |          |

## LANGUAGES

|                                                                              |      |
|------------------------------------------------------------------------------|------|
| <b>HUNGARIAN</b>                                                             |      |
| <b>ENGLISH</b>                                                               |      |
| BME Language Examination - English Intermediate (B2) - Combined (C)          | 2007 |
| Formal communication - fluent communication both in written and verbal form. |      |
| <b>FRENCH</b>                                                                |      |
| Beginner.                                                                    |      |

## SOFTWARE SKILLS

|                                     |                                                                 |       |
|-------------------------------------|-----------------------------------------------------------------|-------|
| <b>Solidworks</b>                   | Adaptive CAD parts and assemblies, sheet metal parts            | ★★★★★ |
| <b>Draftsight</b>                   | Complex and detailful manufacturing instructions                | ★★★★★ |
| <b>Autodesk Inventor</b>            | Adaptive and parametric CAD modeling, assemblies                | ★★★★★ |
| <b>Autodesk AutoCAD</b>             | Creating complex drawings, using extended functions             | ★★★★★ |
| <b>Autodesk 3D Studio Max</b>       | Managing polygon count, creating adaptive scenes                | ★★★★★ |
| <b>Vray for 3D Studio Max</b>       | Physical camera, managing materials and rendering time          | ★★★★★ |
| <b>FumeFX with Krakatoa</b>         | Simple explosions and smoke in static hero and animation        | ★★★★★ |
| <b>Adobe Photoshop</b>              | Pixel graphics, photo editing, digital painting (Wacom)         | ★★★★★ |
| <b>Adobe Illustrator</b>            | Creating spline line arts and managing them for export          | ★★★★★ |
| <b>Adobe Indesign</b>               | Building docs for web and printing, interactive UI mock-ups     | ★★★★★ |
| <b>MS Excel, Google Spreadsheet</b> | Auto statistics plotting, deadline countdowns, applying scripts | ★★★★★ |