



# Balázs Buhala v12\_digi

## PROFESSIONAL EXPERIENCES

**CO&CO DESIGNCOMMUNICATION** MECHANICAL DESIGN ENGINEER / PROJECT LEAD primary MAR 2022 - OCT 2025

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

LaraSystem QX.me Huple

New business opportunity presentations, preliminary market researches, product launches, technical solutions and dissertations:

LaraSystem FloeWater Huple Nosiboo Aladdin

Bespoke projects and custom-made products: prototyping via printing, manufacturing and manual crafting, sample assembling.

Moskvich QX.me Kilim Colorsonic Aladdin

Ownership of mechanical product development, CAD design, prototyping, validation, supplier coordination, handover and reporting.

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

Core responsibility focused on mechanical product development and realization for physical consumer and industrial products.

*Following completion of a major realization project, I took a short, intentional career break to refocus on long-term technical roles.*

**HAAS LEUCHTEN** MECHANICAL PRODUCT ENGINEER / ART DIRECTOR 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 Tungshram, a former joint on their site.*

 **CURRENT, POWERED BY GE** LEAD MECHANICAL PRODUCT ENGINEER 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** MECHANICAL DESIGN ENGINEER / PRODUCTION LEAD 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** INDUSTRIAL DESIGN ENGINEER / THESIS TRAINEE 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 design of the user interface and experience.

<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	★★★★★