

# JUAN CARLOS NOGUERA

## I N D U S T R I A L   D E S I G N

### BACKGROUND

Juan Carlos is an Industrial/Product Designer, graduated from the B.I.D. Program at Universidad Rafael Landivar, in Guatemala city, Guatemala. A native Guatemalan, he was raised in a colorful and vivid culture. He quickly developed an interest in how things were made, tearing everything he owned apart, and putting it back together, often with a few leftover pieces. After graduation and a succession of projects related to design for development, Juan was chosen as a Fulbright fellow for the class of 2013 by the U.S. Department of State, and currently holds a Master's degree from the Rhode Island School of Design (RISD). He went on to be the lead designer for Voxel8, helping create the world's first 3D Electronics printer. He also teaches product design to undergraduate students in Guatemala City. Juan was awarded as one of MIT Technology Review's "Innovators under 35" LATAM in 2017.

### EDUCATION



**September 2013 - May 2015**  
Rhode Island School of Design  
(RISD)  
Masters of Industrial Design (MID)



**November 2017**  
Innovator Under 35 LATAM  
MIT Technology Review



**September - November 2010**  
Central Training Center, Taichung,  
Taiwan. Industrial training program:  
"Design and manufacture of plastic  
injection moulds, with special focus  
on computer-aided design and CNC  
machining".



**September 2013 - May 2015**  
Fulbright scholar  
Granted by the U.S. Department of State.



**September 2013 - May 2015**  
RISD President's Scholarship  
Granted by RISD President John Maeda



**January 2005 - October 2009**  
Universidad Rafael Landivar,  
Guatemala City. Bachelors in  
Industrial Design (BID, 5 year).  
Magna Cum Laude



**2001-2004**  
Colegio Lehnsen, Guatemala city.  
Baccalaureate, computers and  
programming.

# EXPERIENCE

## **July 2016 - Present**

### **Director of Product Design - Universidad Francisco Marroquín - Guatemala city, Guatemala**

Designs curriculum and teaches at the new product design program, in the areas of rapid prototyping, product ideation and multi-disciplinary collaboration.

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## **June 2015 - Present**

### **Lead Industrial Designer - Voxel8, Inc. Somerville, MA, U.S.A.**

Collaborates with a team of Mechanical, Electrical and Software engineers in the design of 3D Printers, and their entire user ecosystem, comprised of hardware (design for manufacturability) software (User Interface/Experience Design) and visual image (Graphic design, packaging). Helped design the Developer's Kit, the world's first 3D Electronics printer, and now works with the applications team in the creation of industry-leading additive manufacturing solutions.

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## **June 2014 - August 2014**

### **Design internship - Harvard School of Engineering and Applied Sciences**

Worked in a multidisciplinary research and development environment in the creation and visualization of novel 3D printing technologies and products under the guidance of Professor Jennifer Lewis. Collaborated with both mechanical engineers and computer science specialists within the Lewis research group.

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## **January 2011 - August 2013**

### **Core Faculty, Universidad Rafael Landivar, Guatemala city.**

Teaching and assisting in product design / manufacturing courses as well as ergonomics and human factors.

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## **March 2013 - August 2013**

### **International Cooperation and Development Fund (Taiwan)**

Consulted with Guatemalan artisans in the creation of an original furniture line to further expand the market and export possibilities of local craft.

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## **March 2011 - September 2012**

### **Design without Borders, Oslo, Norway.**

Designer, part of an interdisciplinary team working in Antigua Guatemala. Created wheelchairs for children with special needs, suited for the developing world. Designed products through co-creation with local technicians, working with a local non-profit.

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## **June 2009 – March 2011**

### **Intelligent Mobility International.**

Project coordinator and lead designer for Guatemala. Wheelchair and mobility product design, production and distribution. Collaborated with a local non-profit and CALTECH Alumni.

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### **August 2008 – December 2008**

Transdisciplinary studio sponsored by the Art Center College of Design, the California Institute of Technology (CALTECH) and Universidad Rafael Landívar. Led by professor Kenneth Pickar in the creation of basic solutions for developing world countries, in specific the rural Mayan villages of Guatemala. Created wheelchair designs for the mobility project within the studio.

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### **March - April 2010**

**Callidai motor works, Chennai, India.**

Aided in the design transfer process introducing the “intelligent mobility” wheelchair to local Indian industry. Worked closely with Indian engineers and entrepreneurs.

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### **July - August 2010**

**Universidad Rafael Landívar, Guatemala city.**

Instructor, “Presentation software 3” course. Taught students the use of 3d rendering software: Autodesk 3d Studio Max ® for basic product and environment modelling, lighting and animation.

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### **January - June 2010**

**Universidad Rafael Landivar, Guatemala city.**

Teacher, "Typography and design" course. Led design students in the use of graphic design software and applications in products and advertising.

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### **January - June 2010**

**Universidad Rafael Landivar, Guatemala city.**

Teacher's assistant, "Project 4" course, In collaboration with the Art Center College of Design. Through a series of videoconferences aided students in the creation of products and solutions for artisans in villages around Lake Atitlán.

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### **August - November 2009**

**Universidad Rafael Landivar, Guatemala city.**

Teacher's assistant to Ovidio Morales, Dean of Architecture and design at Landivar, and Ken Pickar of the California Institute of Design, in the course "Product design for the developing world".

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### **November 2008 – May 2009**

**Intelligent Mobility International.**

Wheelchair and mobility products concept designer.

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### **March - June 2007**

**Colgate-Palmolive corporation, Guatemala city**

Studied existing safety signage system and developed a new one up to ISO/ANSI standards in order to standardise the visual identity of Colgate's production plant. Worked alongside engineers and industrial safety specialists.

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**September 2006 - October 2008**

**NeeditUK, Essex, England.**

Freelance web/interface Designer working from Guatemala.

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**March - August 2006**

**ITimpact, Chicago, Illinois.**

Graphic and web Designer working from Guatemala.

## CONFERENCES / SUMMITS

**April 2013**

**Rethink Relief, Organised by MIT and TU Delft (Netherlands)**

Held at the Massachusetts Institute of Technology, focused on creating solutions, systems and products for both short and long term relief efforts in emergency or conflict situations worldwide.

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**July 2012**

**International Development Design Summit (IDDS) Organised by MIT**

(Massachusetts Institute of Technology D-Lab). Held at the University of Sao Paulo campus in Brazil. part of a multidisciplinary organising team aiding in logistics, curriculum delivery and design workshops.

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**July 2011**

**International Development Design Summit (IDDS) Organised by MIT**

(Massachusetts Institute of Technology D-Lab). Held at the KNUST Campus in Kumasi, Ghana. Worked in a multicultural environment in the creation of a portable bamboo treatment pump, as well as products manufactured from bamboo to introduce this renewable material to the local market.

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**July 2010**

**International Development Design Summit (IDDS) Organised by MIT**

(Massachusetts Institute of Technology D-Lab). Held at the Colorado State University campus in Fort Collins, CO. Worked in a multicultural environment in the creation of an inexpensive household water filtration system for women in rural India.

## SOFTWARE

**Cross-platform proficiency:**

Autodesk Fusion360, Luxion Keyshot, Adobe Photoshop, Autodesk Autocad, Autodesk 3d studio Max, Rhinoceros, Adobe Acrobat Professional, Microsoft Word, Microsoft Excel, Microsoft PowerPoint, iWork and iLife suites, MasterCAM.

**Familiar with:**

Adobe InDesign, Illustrator, PRO/Engineer, SolidWorks

# SKILLS

Conceptual design, rapid 3D modeling, photography, image editing and retouching, rapid prototyping, general woodworking, fine wood carving, metalsmith work, welding (arc/mig). Fluent in Spanish and English.

# RECOGNITIONS / EXHIBITIONS

**2017**

**MIT Technology Review Innovator**

Chosen as one of the “35 Innovators under 35” LATAM award winners for 2017.

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**2013**

**First Annual Industrial Design exhibit**

Exhibited work at the Museum of Modern Art in Guatemala city.

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**2013**

**Runner-up, Core77 Design Awards**

Social impact category, wheelchair for children in Guatemala

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**2012**

**“Design uten grenser” exhibition - DoGA (Oslo, Norway)**

exhibiting appropriate wheelchair designs for children, credited as part of the DwB team.

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**2011**

**VitrinArte - Guatemala city.**

Local street-art exhibition featuring stringed instruments designed by Juan Carlos.

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**2010**

**Madrid design biennale - Madrid, Spain.**

Featured electric violin prototype (“MUUT”)

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**2010**

**“Guate es Arte” - Guatemala city.**

Television feature about stringed instrument construction

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**2008**

**expoADIG - Guatemala city**

Featured wheelchair designed for developing countries, for Intelligent Mobility International.