Automotive & product designer (8+ yrs)

(Profile)

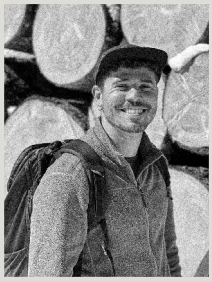
Automotive and product designer with an engineering background. I take projects from the first sketch through 3D modeling to the final render: cars, motorcycles, bicycles and vehicles for games.

I have worked with OEMs, design studios and game developers, in-house and freelance. I run my own ComfyUI pipelines to iterate faster without losing control of the design.

(Contact)

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EU citizen. Open to remote work and on-site projects.



(Experience)

01 **Freelance Automotive Designer** · Client under NDA — 05.2026 — Now
Exterior and interior design of a new car built on an existing platform, replacing all the body panels. Polygon modeling of the full vehicle, renders and video.

02 **Vehicle Designer & 3D Modeler** · Lionsharp Studios — 01.2024 — 04.2026
Freelance, remote. Vehicle concepts and 3D polygon modeling for Fortnite and Rocket League (Epic Games).

03 **Freelance Interior Designer** · Italdesign — 09.2023 — 12.2023
EV sedan interior for VW China.

04 **Exterior Designer** · Beyonca (Dongfeng start-up), Munich — 05.2022 — 08.2023
In-house exterior design team: sedan, concept car and D-SUV development. Design proposals for Mengshi.

05 **Product Designer** · CERO Design Studio, Barcelona — 09.2021 — 05.2022
Orbea Orca 2022 road bike. 250cc naked motorcycle for Keeway, and motorcycle helmets.

06 **Automotive Designer** · EDAG Group, Barcelona — 11.2019 — 08.2021
Exterior and interior proposals for Dongfeng and MG (SAIC Motor), including D-SUV proposals. One year in Cupra's interior design team: interior components for the Cupra Terramar and concept proposals for the Cupra UrbanRebel.

07 **Designer, Motorsport Design** · Audi AG, Ingolstadt — 03.2019 — 08.2019
Livery proposals for the Audi R8 GT2 LMS and design proposals for the Audi TT Heritage Edition. Formula E livery design for 2020-2024 (winning proposal).

08 **Designer, R&D** · Renault (via Safran) — 08.2015 — 11.2016

(AI workflow)

- **Local ComfyUI setup** (RTX 5090) with my own pipelines and FLUX.2 Klein. ControlNet with custom LoRAs (trained on cloud GPUs) to render sketches in a specific style.
- **Image and style conditioning**, image-to-image, inpainting and image-to-video.
- **3D generation** with Hunyuan3D and Kimi H3. Now adding AI-based texturing (UV-mapped textures and tileable materials).
- **Claude Code** with MCPs, plugins and hooks to automate my own work processes.

(What I do)

01 **Concept proposals**
Sketching and design development

02 **3D mesh modeling**
Blender, since 2020

03 **CAD modeling**
Solids and surfaces in Alias, Plasticity and CATIA

04 **CGI visualization**
Lighting, environments, texturing and UVs

05 **AI in the workflow**
Sketch-to-render, inpainting and image-to-3D

(Software)

Blender · Alias · Plasticity · CATIA V5 · Fusion 360 · Unreal Engine 5 · ComfyUI · Photoshop · Illustrator · InDesign · After Effects

(Education)

Master's in Automotive Design
Universitat Politècnica de València · 2016 — 2019.
Thesis: Ferrari F25, modeled in Alias and 3D-printed.

Industrial and Product Design
Universidad de Valladolid · 2010 — 2014

Higher Technical Diploma, Machining
CATIA, ISO dimensioning, technical drawings.

Formula Student
Founding member, lead of exterior surfaces.

(Languages)

Spanish	Native
English	C1, professional
Italian	B1
Chinese	HSK 1