



Lucas Licht Pradillo

INDUSTRIAL DESIGNER & DESIGN TECHNOLOGIST

CONTACT

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BASED
Graz, Austria

FOCUS

- UX design
- Physical & digital UI
- Interaction design
- Prototyping

TOOLCHAIN

DESIGN	Figma · ProtoPie · Webflow · Adobe CS
3D / CAD	Fusion 360 · Blender
CODE	Arduino (C++) · Python · Processing · ESP32 / I ² C
AI / BUILD	Claude Code · Cursor · ComfyUI

LANGUAGES

DE	German · C2
EN	English · C2
ES	Spanish · C2
NL	Dutch · B2

PERSONAL

BORN	09 Jun 2000
NAT.	German / Spanish

I design physical and digital interactions that make future-facing ideas *experienceable*: prototypes, interfaces and interactive systems that make complex technology feel clear, usable and human.

EXPERIENCE

UX/UI Designer, Product Development · LearningSuite (Flexco) 2025–present
Graz, Austria

I design production software in Figma (the learning platform and its sales-side product, SalesSuite), hand over to developers with a brief, and QA what comes back. I designed **Modular AI-Agents**, a configurator that lets platform owners build their own AI agents and place them where members get stuck. Both company websites are mine end to end: I design them, brief graphic design, and build them in Webflow, including SalesSuite feature pages, lead-generation pages and LearningSuite's Intelligence page.

Werkstudent, Advanced UX Design · Mercedes-Benz Design Jan–Jun 2025
Sindelfingen, Germany · in studio

I was kept on after the thesis to build a **modular prototyping system**: components plug into an ESP32 over I²C and are toggled from a web interface the board serves itself, so a new interaction concept can be stood up and tested the same afternoon.

Glide · MSc thesis, Mercedes-Benz Design Sep 2024–Jan 2025
Advanced UX Design, Sindelfingen · in studio

A shared-control concept for autonomous driving: tangible controls and a graphic interface let every passenger fine-tune the car's driving style (within a range the driver sets) and feel each other's preferences through haptic feedback. I built a working prototype driven by dual motorised faders and an ESP32 communicating with the GUI over Wi-Fi.

Product Renders & Animation · LLP Renderings (freelance) 2021–2023
Self-taught 3D. Photorealistic product renders and animation for clients, modelled and rendered in Blender.

Azimuth Controller · Smart-Ship B.V. 2021
Bachelor graduation project

An ergonomic control unit for tugboat captains operating azimuth thrusters: clearer directional feedback and less strain across long shifts. I took it from research and iterative prototyping through to a resin-printed unit integrated with the company's bridge simulators.

INDEPENDENT BUILDS

Layers · iOS app 2026
An outfit-and-weather diary that freezes each day's weather onto what you wore, then hands back the looks that worked in weather like today's. I designed and directed it end to end, built with an AI coding assistant. In beta on TestFlight.

Lucas-Bot · conversational layer, lp-design.eu 2026
A version of me visitors can question directly, held to a knowledge base I wrote by hand and honest about being artificial. The concept, rules and limits are mine; I built it with an AI coding assistant.

Pump-Dive · surface-supplied diving system ongoing since 2021
A shallow-water diving system fed by surface air instead of compressed-air tanks, with the depth limit built into the hardware. I open-water tested it in Mallorca in 2024; still in development.

EDUCATION

MSc Industrial Design · TU Eindhoven (Research, Design & Development) 2022–2025

BSc Industrial Design Engineering · The Hague University of Applied Sciences 2018–2021

IB Diploma · International School Utrecht 2016–2018