

Catalina Romero

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EDUCATION

Massachusetts Institute of Technology (MIT)

Class of 2022

Bachelor of Science in Mechanical Engineering focused in Industrial Design, Environment & Sustainability minor

- **Engineering Coursework:** Design and Manufacturing I, Mechanics and Materials I, Dynamics and Controls I, Numerical Computation for MechEs, Electronics for Mechanical Systems, Measurement and Instrumentation
- **Design Coursework:** D-Lab Design (Prosthetics), Toy Product Design, Human Factor in Innovation and Design Strategy, Intro to Materials and Mechanical Design, Blacksmithing, Mechanical Eng. Tools

EXPERIENCE

Microsoft

June 2021 – Aug 2021

Product Marketing Manager

Redmond, WA

- I spearheaded interviews with multiple worldwide stakeholders (customers, sellers, partners) to understand their perspective, needs, and expectations in order to build and design the best set of demos for our product
- Prioritized stakeholder insights into recommendations and created a final wireframe prototype using Adobe XD

We Who Engage (The Move MIT)

Feb 2020 – May 2021

Product Designer

Cambridge, MA

- Proficient in Figma and Adobe Suite to create innovative web-based tools for our mission

USG Corporation, Corporate Innovation Center (CIC)

June 2019 – Aug 2019

Performance Materials Lab Intern - New Product Development

Libertyville, IL

- Performed a multivariat-full factorial design of experiments (DOE), studied the mechanical and rheological properties of slurries and solidified boards with the goal of developing lightweight panels
- Conducted extensive data analysis of various combinations of factors using Minitab and Excel
- Developed new rapid QC test method for the current operating manufacturing plant

MIT Human Systems Laboratory

Jan 2019 – Feb 2019

Spinal Load Estimation Researcher

Cambridge, MA

- Analyzed how distribution loads along the spine affect the spine's response to weight in OpenSim and MATLAB

PROJECTS

Competitive Robot – MIT Design and Manufacturing I

Feb 2021 – May 2021

- Designed, developed, and manufactured a competitive robot out of sheet metal, masonite, gears, and more
- Used Solidworks to CAD and various hand and power tools to build iterations of my robot

Arm Prosthetic for Iraqi Amputees – MIT D-Lab Design

Feb 2021 – May 2021

- Collaborated with an Iraqi fabrication lab to design and manufacture an arm prosthetic for riding a bicycle

Tactile Search Game – MIT Toy Lab Design

Feb 2019 – May 2019

- I created the components of a tactile search game, Deep Sea'urchin, where players focus on touch to find "good" animals (soft and squishy) and avoid "dangerous" ones (hard and pointy), heavily focused on materials

LEADERSHIP AND AWARDS

Schuler Scholar Program – *Scholar, Campus Ambassador, High School Outreach Leader*

June 2014 – Present

HSF STEM Scholar

Spring 2020

Illinois State Seal of Biliteracy

May 2018

William H. Ramsey Award, MITES (MIT)

August 2017

ACTIVITIES

MIT Cycling Team and Personal Cycling: road and cyclocross disciplines

Summer 2011 – present

Ultrarunning: marathons and above

Summer 2017 – present

SKILLS

Machining and Tools: Laser Cutting, 3D Printing, Lathe, Milling Machine, Drill Press, Power Tools

Software/Programming: Solidworks, Fusion 360, Autocad, Adobe Suite (Illustrator, XD, Premiere Pro, Photoshop), Figma, HTML/CSS, MATLAB, Minitab, OpenSim

Lab/Measurement Devices: Brookfield and Viskomat Rheometers, SATEC, MTS

Languages: Fluent in Spanish and English