



"User experience, design details, manufacturing processes, sustainable designs, making 3D mock-ups and working with machines in the workshop fascinate me. Design and technical background help me understand two perspectives of the product development."

EDUCATION

MFA Industrial Design Aug 2014-
Rochester Institute of Technology, NY, May 2018
USA (expected)
GPA 3.81

BE Electronics Engineering 2007-2011
Pune University, India

PROJECTS

Thesis

Driven with the goal of reducing E-waste, working on a sustainable design concept of smartphones/personal electronic devices.

Interaction Design

Developing an app interaction for a home assistant with screen which plans meals and groceries to manage your cooking schedule.

Products

To fulfill the requirement of optimum utilization of limited space in elementary schools, designed a unique multipurpose 'table and cushions' set that can be transformed into a chair or other related compositions as desired.

Rewarded by Autodesk for modelling and rendering all the components of a food chopper/blender using Fusion 360 CAD tool for Autodesk's student project.

Taking inspiration from organic shapes found in nature, designed and constructed a side table using the combination of walnut and ash wood with only two steps assembly and disassembly for easy transport.

Designed and crafted elegant looking containers set for tea-powder and sugar for stylish kitchen.

SKILLS

Computer

SolidWorks, Autodesk Fusion 360, Adobe Photoshop, Adobe Illustrator, KeyShot, Arduino programming, Basic electric circuit programming, C.

Design

Design thinking and research, CAD modeling, Sketching, Interaction Design, making 3D mock-ups from materials like wood, foam, MDF, cardboard, Material aesthetics, Hands on experience with machines in workshop, CNC, Laser cutter, Kitchen appliances, Consumer electronics, Household products.

DESIGN EXPERIENCE

Industrial Designer Feb-May 2018
at Josh Owen LLC Rochester, NY
Working on the product concepts for home and office décor.

Industrial Design (Freelance) Jan-Apr 2018
at Nuance Designs Rochester, NY
Consultation for user experience and interaction, form, color, material, finish design for auto-injectors. Providing sketches, CAD model and renders.

Industrial Design Intern Sept-Dec 2016
at Hasbro Feb-July 2017
Pawtucket, RI
Involved in day- to-day support for Hasbro's brand **PlayDoh** in their product line for 2019; 2D visualizations, CAD modeling, 3D model making and on-trend deco studies as well as brainstorming concepts on new toy line.

I was actively working on animatronics projects in **iplay** team that involved brainstorming and testing new concepts for 2020, form and play pattern of electromechanical toys, new digital + physical play experience, 2D visualizations, CAD modeling, 3D model making and on-trend deco studies.

Industrial Design Intern June-Aug 2016
at BZDesign Rochester, NY
Projects: Flatbed scanner and ADF Scanner for Kodak Alaris, Untapped shores, Weighted hand gloves design for running Athletes, Computer monitor hood design.
Active in interaction with clients throughout project development; sketching, rendering, generating 3D CAD models and prototypes. Visited manufacturer and took their inputs on plastic injection molding to make changes in the CAD design accordingly.

Designer-Researcher Fall 2015
at RIT Rochester, NY
As a graduate assistant, completed a project with Autodesk on sustainable products with Autodesk's fusion 360, a 3D modeling tool, where my main focus was to design the concept package as a product.

Industrial Designer June-Aug 2015
at Studio 9.30 Design Consultancy (RIT) Rochester, NY
Worked on a wearable device to wear in physiotherapy sessions for patients who have suffered from a stroke. Skills used- empathy design, rapid prototyping, sketching.