Agneya Kulkarni

Industrial Designer

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EXPERIENCE

Design Technologist (Applications Engineer) · DSI and Morphos 3D — Rochester, NY (remote) · Jun 2026 – Present

- Built Marnie, a Salesforce quoting agent (about 70% faster), redesigned after coworker usability sessions.
- Designed Autodesk Fusion and Inventor support agents by observing how engineers work tickets.
- Building M3D Inspect, AI-enhanced OCR that lets SOLIDWORKS Inspection balloon scanned drawings.
- Lead the company's graphic design, from the Morphos 3D brand to trade-show booths and banners.
- Built Morphos 3D's 44-page website in two weeks; it sourced $50K+ in revenue within two months. Redesigned DSI's product pages; traffic more than doubled.
- Consult customers on Fusion and SOLIDWORKS modeling, drawings and data migration.

Design Operations Lead · Zaffre Studios — Sep 2024 – Present

- Founded the studio; work with a software engineer, 3D digital designer and design engineer.
- Led design of an FDM-printed housing with threaded mounts for a client's video converter.
- Prototyped and fabricated the 2025 Radical Innovation Award trophy with Josh Owen.

Fusion Applications Engineer Intern · NexGenSolutions — Remote · May 2025 – Jun 2026

- Modeled configurable Fusion parts from 2D drawings to automate pneumatic cylinder variants.
- Taught Fusion modeling and rendering classes; created content with 360k+ organic views.

Campus Leader Intern · Autodesk — Rochester, NY · Jun 2024 – Feb 2026

- One of five founding ambassadors; built the curriculum for a 300+ student program.
- Led 15 student ambassadors and taught Fusion and 3D-printing workshops to 60+ RIT students.

Industrial Design Intern · Raven Laboratory — Manchester, NH · Jan – Aug 2024

- Designed fixtures for Bridge Appliances that cut saucepan production lead time.
- Led development of a low-cost educational cloud chamber with Peltier modules and SLA parts.

EDUCATION

BFA Industrial Design, Magna Cum Laude · Rochester Institute of Technology — Rochester, NY · May 2026

- Capstone: Cove AI, a wearable recorder, Compute Unit and desktop app that transcribe and summarize meetings on-device. Benchmarked five open-source models with Claude Code; kept Qwen 2.5 7B.
- Airo (mirror defogger): surveyed 120+ people; user-tested manual and hands-free concepts.
- Autodesk Fusion Factory studio: made the MultiMeasure production-ready; Autodesk built it for AU 2025.
- VP, Vignelli Center Student Club; led the Vignelli Impact student exhibition.

RECOGNITION

IDSA Student Merit Award Finalist · Northeast District — 2026

T-Minus '26 Category Winner · Glow Glaze, with Church & Dwight — 2026

Vignelli Center Awards, Designer · Set of four awards, with Bennett Hu and Josh Owen — 2026

Metaproject 16 Co-winner · Candle Lantern, shown at ICFF 2026, held in the RIT Archives — 2025

Vignelli Impact Student Category Finalist · Olio, shown at NYC Design Week 2026 — 2025

SKILLS

CAD and rendering: Autodesk Fusion, SOLIDWORKS, Inventor, Rhino + Grasshopper, KeyShot

Prototyping: Sketching, foamcore, clay and cardboard models, FDM and SLA printing, user testing

AI and code: Claude Code, MCP servers, Python, Whisper (local speech-to-text)

Design and media: Vizcom, Figma, Adobe InDesign, Photoshop, Illustrator, Premiere Pro