AGNEYA KULKARNI

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PORTFOLIO
- agneyak.com

GPA
- 3.7

SKILLS

Adobe Suite
Photoshop   Premiere Pro
Illustrator   Lightroom

CAD
Fusion 360   Keyshot
OnShape   SketchUp

Other
Video Content Creation
MS Suite   Google Suite

INTERESTS AND ACTIVITIES

YouTube Content Creator
05/2019 to Present
- Obtained around 2,900 followers and over 1 million views across social media pages.
- Strategized and orchestrated content based on social media algorithms.
- Specialized in short-form content.

Leader of Investments Club
09/2020 to 05/2022
- Lead an investment club in the International School of Paris.
- Created and assisted with stocks paper trading.
- Educated club-mates on investments, analyzing charts and reviewing market news.

LANGUAGES
- English: Fluent
- French: Limited Working
- Marathi: Conversational

PROFESSIONAL SUMMARY
Dedicated and quick-learning professional with a strong foundation in software and social media, enthusiastic about combining technology with industrial design principles to create innovative products. Committed to continuous learning and excellence in product development.

EDUCATION
Bachelor of Fine Arts, Industrial Design - Expected in 05/2026
Rochester Institute of Technology - Rochester, NY
IB Diploma, International School of Paris - 05/2022

PROJECTS AND EXPERIENCE

Internship, Raven Labs LLC (Engineering consultancy) - Remote
01/2024 to Present
- Providing Industrial Design services through sketching, personas research, CAD modeling, and concept presentations.
- Currently developing point-of-sale devices for a leading national retailer, focusing on production costs, modularity of components, and ergonomics.
- Working closely and collaboratively with engineers and 3D Digital Designers.

Rizer – A laptop riser which improves posture, reduces clutter, and increases connectivity
02/2022 to 05/2022
- Conceptualized, designed, and prototyped a laptop riser designed to improve posture whilst improving laptop connectivity and reducing cable clutter.
- Conducted user research through surveys and user observation sessions with a persona group.
- Elevating the laptop on the riser promotes an upright posture, while rear ports discreetly manage cables and enhance connectivity, complemented by an integrated light strip to reduce eye strain in dim settings.
- Learned how to carry-out most stages of the design cycle, from initial sketching to user testing and final product renderings in Fusion 360.

SoundBloX – A musical wooden toy block set
10/2023 to 12/2023
- Designed a modular toy block set that produces a scale of sounds when hit with a drumstick.
- Created various wooden models to identify the optimal sound profile for each block.
- Conducted user testing with toddlers and identifying areas of improvement (adding more blocks, making sticks more durable).
- Enhanced the second iteration by effectively collating user feedback and employing new machinery skills, such as a milling machine.

Phone case with Generative Design components
05/2019 to Present
- Designing a phone case with the goal of using as little material as possible.
- Experimented with FDM and SLA printing and various filament types (PLA, TPU) for different iterations.
- Used simulation and automate functions in Fusion 360 to create generative design components.
- Learned ways to reduce support material while 3D printing.