Ronak Vairamohan
Product Designer

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About Me

Product Designer with keen interest in solving real-world problems by following a user-centered and iterative design process

Specialize in user research, rapid iterative designing/prototyping in 2D and 3D
Currently seeking full time positions and willing to start immediately

Key Projects

<u>Tatva</u> - Solving water scarcity issues by converting atmospheric humidity into potable water

Developed personas, sketched models, tested prototypes in order to design and build a dehumidifier that reduces humidity while providing potable water | <u>RED DOT 2025</u> | <u>IDEA 2025</u> | <u>EPDA 2025</u> | <u>IDA 2024</u>

<u>Cubicle</u> - Improving the accessibility of work pods at the library and making it more resourceful for students

Designed a product system through wireframes, rapid prototyping and usability tests to facilitate booking of pods and access to educational resources

<u>Bento</u> - Revitalizing traditional battery system designs to fit into the surroundings of an explorer's life

Created sketch models, 3D printed prototypes and material engineered a mat that is easy to carry and folds out as a battery pack

Experience

Lead Product Designer | Patiova

📍 Philadelphia, PA | Mar 2025 - Present

- Designed two new lines of furniture that enhanced Amish heritage design language to a mid century modern design language across 384 SKU's resulting in $1,500,000 in sales
- Revamped the website and assembly manuals with clear, accessible design language to engage a broader audience
- Streamlined manufacturing processes to and programmed CNC files to optimize production workflow by 35% and save $565,000 in cost

Product Designer | Core Experience

📍 Bangalore, IN | Jul 2019 - Aug 2022

- Led design for concept building, trend analysis, user research, 3D visualization, prototype testing, lean manufacturing, UX wireframing, SEO traction, product development and visual merchandising
- Designed and developed a <u>bio-mechanic hand</u>, training ranges, backpacks and UX catalogs for <u>special forces</u>, prototypes and visual assets for <u>electric vehicles</u>, merchandising products for <u>museum</u>

Education

MFA Industrial Design | Savannah College of Art and Design GPA 3.78

📍 Savannah, GA | Sep 2022 - Aug 2024

- Conducted 8 CAD exhibitions increasing Gravity Sketch app users by 10% and collaborated with multidisciplinary designers to model 3D CAD surfaces from ideation to final design for Gravity Sketch
- Mentored students and supported them with research, ideation, sketching, prototyping and building design review artifacts for Interaction Design and Industrial Design courses

Achievements: <u>RED DOT 2025</u> | <u>IDEA 2025</u> | <u>EPDA 2025</u> | <u>IDA 2024</u> | <u>Rookie Awards 2023</u> | PUMA x SCAD design sprint runner up

B.Des Product Design | Unitedworld Institute of Design GPA 3.62

📍 Ahmedabad, IN | Feb 2015 - Jul 2019

Skills

Design		Software	
Persona Mapping	2D & 3D Prototyping	Solidworks	Keyshot
Design Research	Usability Testing	Rhino	Adobe CC
Trend Analysis	Visual Design	Blender 3D	Figma
Sketching	Interaction Design	Gravity Sketch	Miro
UX Wireframing	Team Management	Shapr 3D	Microsoft Office