

Ritwiz Sharma

Industrial & Experience Designer
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Profile

Industrial designer with 6+ years of experience in consumer electronics, home appliances and robotics, combining rigorous product thinking with clear storytelling to deliver memorable, manufacturable experiences for both brands and users.

Core Skills

Industrial Design: Design research, concept development, CMF, human factors, prototyping, DFM

3D + CAD: Rhinoceros 3D, Fusion 360, Blender, Shapr3D, Plasticity, Solidworks

Visualization: KeyShot, Blender (Cycles / Eevee), Octane for Blender

2D & Systems: Photoshop, Illustrator, InDesign, Figma, Procreate

Prototyping: 3D printing, foam modelling, clay modelling, woodworking, metalworking

Creative Technology: Vizcom AI, Midjourney, Krea, Higgsfield, Stable Diffusion

Experience

Industrial Designer — independent

2024–2026

India & United States of America

- Worked in a team of 3 to develop a home robot for Tangible Robotics with Future Unit.
- Worked to develop a chai brewer for Brewtal from concept to manufacture.
- Leading and collaborating on various projects in AI wearable and domestic robotics with firms based in the United States of America.

Industrial Designer — CORE Experience

2022–2024

Bengaluru, India

- Led end to end product design for consumer devices from research and insights to CMF, CAD and factory ready handoff.
- Worked closely with engineering and manufacturing teams to fine tune fit and assembly while balancing costs and deadlines.
- Created visual narratives, storyboards and design decks used in client pitches and stakeholder alignment across product, brand and leadership.

Industrial Design Intern — CORE Experience

2022

Bengaluru, India

- Led a home appliance project for the full duration of the internship, independently developing a line of six products with manufacturing in mind.
- Led design development and oversaw manufacturing for two home appliances.

Industrial Design Intern — boAt

2021

Bengaluru / Mumbai, India

- Contributed to accessories and audio product concepts aligned with brand language and tight mass market constraints.
- Prepared production friendly surfaces, exploded views and documentation for cross functional teams.
- Produced visualization assets for audio consumer electronics for online marketplaces such as Amazon and Flipkart.

Selected Projects

ErgoPlay

Personal project

2024

- Designed and 3d-print manufactured a mouse that switches between ergonomic and gaming postures, balancing comfort, performance

and component cost.

- Developed full CAD, internal architecture and 3D printed prototypes to validate grip, button placement and assembly. Developed user flow across both gaming and productivity use cases.

ALTR

Studio project

2023–2024

- Created a business-ready, sustainable and modular desk system for teams and studios with interchangeable tiles for power, storage and accessories.
- Defined product architecture, configuration logic and visual language to support scaling across SKUs and environments as well as developed a comprehensive business structure across B2B environments.

Aakaar

Young Designers India community project

2023

- Designed a terracotta chess set that reflects contemporary India while acknowledging its layered past.
- Led visualization and contributed to concept and narrative development, with 3D printed prototypes now moving toward manufacturing.

Education

Advanced Design — Offsite, Cohort 2

2023

Twelve week online industrial design program focused on design in business, sketching, communication, visualization, self presentation and manufacturing, with weekly mentorship from industry practitioners.

Symbiosis Institute of Design

Bachelor of Design (Industrial Design)

2017–2021

Additional

Languages: English, Assamese, Hindi

Interests: DIY electronics, chess, cultural objects, speculative products, film photography, movies, videogames and high fidelity audio

Awards

First Place — “Through the Looking Glass” Competition, Almond Design

2021

Awarded for *Peri*, a periscope integrated door viewer designed to give latchkey children a safer, more confident way to see who is at the door.

Winner — boAt Redesign Competition

2021

Recognised for a winning redesign of boAt headphones, improving form, comfort and brand alignment for mass market production.

Finalist — leManoosh “Design a Drone for Kids” Competition

2024

Selected as a finalist for a kid focused drone concept, balancing play, safety and clear, approachable form.