

# VARNIKA KUNDU

## Currently in Brooklyn NY

[Design Portfolio](#)

[LinkedIn/Varnika](#)

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## SKILLS

### 3D

- Rhino + Keyshot
- AutoCAD
- Maya
- Unity 3D

### 2D

- Adobe Creative Suite
- Figma
- Sketch
- Visual identity
- Illustrations
- Creative coding
- Video editing
- Animation
- AR/VR content creation

### Research

- User Research & interviews
- Stakeholder management
- User scenarios/personas
- Data visualization
- Market and trend analysis
- Design strategy
- Usability testing

### Design

- Design thinking
- Concept development
- CAD modeling and rendering
- Physical and digital mock-ups
- Wireframing
- Color/Material/Finish design
- Rapid prototyping
- User experience workflows
- Information architecture
- Design specifications
- Interactive prototyping
- Social innovation
- Storytelling
- Co-design

## AWARDS

Pratt Institute, Brooklyn, NY

- Excellence in Academic Achievement '22
- Kostellow Fellowship '21
- Merit-Based Scholarship '19

NYC Dept of Small Business Services

- NY Virtual Design Jam Winner '20

# PRODUCT DESIGNER

## Masters in Industrial Design

[Pratt Institute](#) | Brooklyn, NY - Graduated with Distinction

Aug '19 - May '22

## Bachelor of Design, Major: Accessory & Communication Design

[National Institute of Fashion Technology](#) | Chennai, India

Aug '13 - May '17

## PROFESSIONAL EXPERIENCE

### UX Designer

[The Metropolitan Museum of Art](#) | New York, NY - Contract

Sep '21 - Dec '21

(4 months)

- Collaborated with a cross-functional team to redesign a communication hub for 120+ members
- Analyzed qualitative data to execute design strategy, increase engagement, and improve user experience

### Industrial Designer

[Tellus Technologies](#) | San Jose, CA - Internship

Jul '20 - Aug '20

(2 months)

- Conducted user interviews and quantitative research during NSF I-corps regional training at UC, Berkeley
- Researched and prototyped industrial applications of a proprietary biomaterial based on consumer insights
- Designed and developed company logo, visual identity, and website design for future sponsorship

### UI/UX Designer

[Lane 23 Productions](#) | Lake Arrowhead, CA - Internship

Jun '20 - Jul '20

(1 month)

- Designed mobile/web app front end and brand identity for a Digital Audio Workstation start-up
- Collaborated with developers to render custom assets and deliver clickable prototypes for beta testing

### Exhibition Designer

[YM Movies Pvt Ltd](#) | Chennai, India - Full Time

Nov '16 - Aug '19

(2 years, 9 months)

- Scaled interdisciplinary design team from 1 to 6 members, and managed the design team in direct report
- Co-designed sensory interaction with Academy Award-winning music composer, A.R. Rahman
- Designed an innovative site-specific installation with technology partners at Intel and developed proof-of-concepts using emerging tech, motion sensors, projection mapping, transparent displays and VR mock-ups

## PROJECTS

### XR Installation | Interaction Design

[Team project at Pratt Institute with RCA graduate students](#) | Mika, Brooklyn, NY

Nov '21 - Dec '21

(1 month)

Co-designed on Unity using development tools and code for spatial mapping, spatial audio, and hand interactions with AI generated imagery from GPT-3 based program executed on the Magic Leap Headset

### Sustainability Tool | Visual Design

[Tier II NEH Grant, FAIC + Pratt Institute](#) | Brooklyn, NY

Jul '21 - Oct '21

(4 months)

Designed and developed Wordpress site graphics, and SEO, for desktop and mobile experiences that received 15,000 views within 3 months of publishing, and 5,000 views in the first month

### Mentorship Program | Leadership

[IDSA Student Chapter + Industrial Design Department](#) | Pratt Institute, Brooklyn, NY

Jan '21 - May '21

(4 months)

Led and managed a team of industrial design students to build a platform for mentorship and support dialogue across various levels of expertise within Pratt's Industrial Design Program during remote learning

### VR Film | Experience Design

[Cannes XR at Cannes Film Festival](#) | Cannes, France

Jan '19 - May '19

(5 months)

Film's sensory associate director and design representative at the Intel Booth; Designed the film's poster shared via social and print media, and co-developed scent interaction accompanying the VR visual piece