

Ronish Sharma

New York City | ronish.sharma@hotmail.com | [LinkedIn](#)

SUMMARY

Product Designer specializing in hardware-integrated systems, CAD modeling, embedded electronics, and user-centered interface design. Experience in end-to-end product development across physical and digital systems, including mechanical engineering, PCB architecture, web development, and prototyping. Skilled in cross-functional collaboration, manufacturing optimization, and scalable product deployment.

EDUCATION

Parsons School of Design – The New School — New York, USA

BFA, Product Design, Minor: Communication Design | Expected 2027 | GPA: 3.9 | Dean's List Awardee

GEMS Dubai American Academy — Dubai, UAE

IB Diploma Program | Graduated with Honors | 2023

EXPERIENCE

Yi Lin Yuan Fine Arts Studio — Vancouver, BC

Computer Aided Design Tutor | Jan 2026 – Feb 2026

- Instructed 8–10 students in parametric CAD modeling across Shapr3D, Fusion 360, and SolidWorks
- Developed cross-platform curriculum covering 3D modeling, assemblies, tolerancing, and design-for-manufacturing principles
- Guided students through end-to-end engineering projects including drone frames, airplane structures, and automotive components
- Taught fundamentals of spatial reasoning, mechanical constraints, and structural design logic
- Increased student technical proficiency through hands-on prototyping workflows
- Introduced real-world product development frameworks used in design and engineering

The New School — New York City, NY

Student Assistant, Admin Hub Operations | Jun 2025 – Present

- Managed 100+ weekly inquiries across in-person, email, and phone channels
- Coordinated scheduling and operations for 17 rooms and 48 faculty workstations
- Implemented inventory management system with cataloging and web scraping tools
- Supported Finance, HR, and IT teams to streamline operational workflows
- Assisted with data entry and materials preparation for cross-department initiatives

Circular Economy Manufacturing — New York City, NY

Product/Industrial Design Intern | Jun 2025 – Aug 2025

- Contributed to modular furniture product development using solar-powered rotational molding
- Developed 10+ furniture and toy concepts using Fusion 360 and additive manufacturing
- Operated sustainable manufacturing processes using recycled PLA, HDPE, and LDPE
- Conducted public-facing education on circular economy systems and sustainable design

IDSA – The New School — New York City, NY

Head of STEM Department | Sep 2024 – Sep 2025

- Led strategic transition of Product Design program to STEM-designated major
- Developed multi-year ROI and P&L projections aligned with FY2020 and FY2023–24 budgets

- Coordinated partnerships with 5+ universities to expand academic collaboration
- Organized STEM-focused events and technical programming for design students

Studio34 — Gurugram, India

Product Design Intern | Jun 2024 – Jul 2024

- Designed smart retail displays and mannequins for luxury fashion clients
- Produced 25+ CAD-based merchandising concepts using Fusion 360 and Blender
- Created UI/UX interfaces and visual assets using Figma and Adobe Creative Suite
- Conducted direct client communication and iterative product refinement

Scout Search — Dubai, UAE

Chief Marketing Officer, Co-Founder | Sep 2022 – Dec 2022

- Co-founded a digital football scouting platform connecting players with talent recruiters
- Led product positioning, brand identity development, and go-to-market strategy
- Designed and prototyped web/mobile registration platform in Figma with optimized user onboarding flow
- Conducted usability testing with 15+ athletes to refine UX architecture and improve conversion rates
- Developed launch budget, pricing strategy, and customer acquisition framework
- Collaborated cross-functionally on product roadmap, feature prioritization, and MVP definition

Freelance Designer (Evolution Soccer School, Adroit Learning, CDE Global, etc.) — Dubai, UAE

Full-Stack Product Designer (Hardware & Web) | Mar 2021 – Mar 2023

- Led end-to-end development of web platforms, mobile applications, and mechanical hardware systems
- Built full-stack web applications using HTML, CSS, JavaScript, Node.js, and database architecture
- Engineered vibratory hopper mechanism for silica separation including tolerance analysis and prototyping
- Conducted usability testing and system architecture planning
- Managed complete product lifecycle from ideation to final deployment

SKILLS & QUALIFICATIONS

CAD & Design: Fusion 360, SolidWorks, Shapr3D, Blender, KeyShot

UI/UX & Visual: Figma, Adobe Creative Suite

Engineering & Development: HTML, CSS, JavaScript, Node.js, C++, Arduino, ESP32, KiCad, GitHub, Google AI Lab

Prototyping: 3D Printing, Laser Cutting, PCB Design, Electronics Assembly

Manufacturing: Rotational Molding, Sustainable Materials (PLA, HDPE, LDPE)

Product Methods: Agile, Systems Thinking, Product Ownership, Cost Optimization

Certifications:

- Google UX Design Professional Certificate – Coursera
- Digital Technologies and the Future of Manufacturing – University of Michigan
- Rapid Prototyping Using 3D Printing – Arizona State University
- Fundamental Skills in Engineering Design – University of Leeds
- Digital Manufacturing and Design – University of Boston
- Advanced Prompt Engineering for Everyone – Vanderbilt University