resume

Saniya Chand | **Industrial Designer** | **2026**

PROFILE

I am an experience-focused designer driven by empathy and attention to detail

My work lies in Human-Computer Interaction, exploring how form represents function and directs behaviour

INTERESTS

Design Engineering, Music, Dance, Fitness, Academic Reading

CONTACT DETAILS

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SOCIAL MEDIA

LinkedIn linkedin.com/in/saniyachandconnect

Website saniyachand.com

Instagram @saniyachandart

EDUCATION

Eindhoven University of Technology, NL
2023-2026 | M. Sc, Industrial Design

Srishti Institute of Art, Design and Technology, IND
2018-2022 | B. Des, Industrial Design

SKILLS

PRIMARY

- Design research and product development
- Form development and sketching
- CAD modeling & 3D printing
- User testing & insight synthesis

SECONDARY

- Visual and Packaging design
- Content and Academic writing
- Prototyping with electronics

SOFTWARE SKILLS

Fusion 360
Keyshot
Adobe Illustrator
Adobe Indesign
Figma

LANGUAGES

Fluent English, Hindi, Urdu
Basic Kannada, (Learning Dutch)

WORK EXPERIENCE

Product Design and Development Intern | Ascent, Rotterdam | April 2026 - Present

Student Mentor | Eindhoven University of Technology | Feb 2024 - Dec 2025

Freelance Product Designer | Spawn 3D Prototyping | Mar - Oct 2023

Industrial and UI/UX Design Intern | Lucid Design, India | Oct 2022 - Jan 2023

University Thesis project | PROvision Asia | Microsoft (Design for Accessibility) | Feb - May 2022

Sculpture design intern | IGA studio | Jun - Sep 2021

Content Writer | HungryTripper | The Design Journal | NorthMist | 2020 - 2021

TOP PROJECTS

- An expressive **knob interface for induction cooktops** that rethinks heat regulation through multi-sensory interaction rather that touch-based numbers. Temperature is communicated experientially through haptic, visual, and kinetic cues to provide a more engaging experience while cooking.
- **IoT system for Bats:** Our student group designed a system of three products to support and monitor local bat populations. The system includes a **Smart Bat house**, a **Presence Indicator** that signals bat activity, and a **Neighborhood Overview** that visualizes light pollution levels. The project was featured in Dutch Design Week Online Magazine.
- **Concept development** for a gaming controller and charger for a US client at Lucid Design

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MOTIVES AND OBJECTIVES

- **Exploration of Interaction Design** | Human-Computer Interaction
- **Design for Smart living** | IoT systems design in the Smart home
- **Design for Social impact** | Creating change within communities for better living
- **Design for Sustainability** | Visualizing cleaner futures, designing holistic ecosystems