

Shounak Karmalkar

Product Designer & Strategist

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Work Authorization: US Citizen (No sponsorship required)

Recent Carnegie Mellon M.S. graduate and Product Designer specializing in engagement-driven digital experiences across AI tools, mobile platforms, and interactive installations. Focused on improving education, delight, and retention through user-centered design, rapid prototyping, and cross-functional collaboration.

EXPERIENCE

User Experience Design Intern

Jun 2026 – Present

Dassault Systèmes · Waltham, MA

- Serving as a User Experience Design Intern on the SOLIDWORKS UX team, designing product experiences for SOLIDWORKS' AI and cloud offerings.
- Collaborating cross-functionally to shape the user experience strategy for evolving AI-powered and cloud-based workflows within SOLIDWORKS.

UX Design & Strategy Intern

Jun 2025 – Sep 2025

Pitchwolf.ai · San Francisco, CA (Remote)

- Designed app visuals, onboarding flows, and interface elements for an AI-powered coaching platform through user-centered design methods.
- Developed brand language elements in cross-functional collaboration with engineering and product to establish a **consistent product identity** across all touchpoints.
- Created gamification and retention strategies for coaches and athletes, driving engagement through streak mechanics and contextual nudges.

Freelance Designer & Exhibition Curator

Nov 2023 – Dec 2023

Srishti Institute & Himachal Pradesh Forest Department · Bengaluru, India

- Designed an interactive exhibition for the Wildlife Day Celebration in Bengaluru, India, engaging **500+ visitors** through spatial storytelling.

Game Experience Design Intern

Jun 2023 – Nov 2023

Zicster Play · Bengaluru, India

- Developed board game concepts for an early-stage startup, balancing resources and business goals through iterative playtesting.

Board Game Design Intern

Jan 2022 – May 2022

Funskool India · Chennai, India

- Designed Word Build, a bestseller with **7,000+ units sold in 5 months**. Managed full lifecycle from concept to manufacturing spec.
- Developed a marketing strategy and conceptualized a video commercial for the product launch.

Product Design Intern

Aug 2021 – Nov 2021

Webby Toys India · New Delhi, India

- Conducted research, ideation, and toy concept development from brief through functional prototype.

EDUCATION

Carnegie Mellon University

Aug 2024 – Dec 2025

Master of Science, Integrated Innovation for Products & Services

Focus: UX Research, Product Management, Prototyping, Design, Improv, Product Innovation

Srishti Manipal Institute of Art, Design & Technology

Jun 2019 – Jun 2023

Bachelor of Design, Public Space Design

Electives: Industrial Design, AR/VR, Animation, Game Design

SKILLS

UX/Design: UX Design, Interaction Design, Prototyping, Wireframing, Visual Design, Information Architecture, Design Systems, Rapid Iteration

Research & Testing: User Research, User Interviews, Usability Testing, Journey Mapping, A/B Testing

Design Tools: Figma, Illustrator, InDesign, Premiere Pro, Photoshop, Miro, Notion

3D & CAD: SolidWorks, SketchUp, Rhino, AutoCAD

AI & Dev Tools: Claude Code, VS Code, Cursor, Gemini, Expo Go

Other: Improv, Workshop Facilitation

PROJECTS & RECOGNITION

Wildlife Awareness Installation (Dec 2023): Secured funding for a mechanical installation in the Himalayas promoting conservation awareness.

Business Case Competitions: Finalist in McGinnis 2025. Participated in Round 2 in Hack-a-Startup.

Founder, College Cycling Community (Aug 2019 – Aug 2023): Established and managed a cycling community, creating safe routes and social outreach.

Word Build, Funskool: Designed a bestselling board game in Funskool's top-selling category.

Awards: Toy Make-a-thon Winner (Apr 2022) · Junior Science Congress, National Qualifier (Dec 2017)