

Aryaman (Ary) Minocha

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SUMMARY

Product and UX designer pursuing a Master of Integrated Product Design at the University of Pennsylvania (anticipated 05/28); BFA in Product Design, Parsons. Four years designing usable interfaces and user experiences (UX) for web and mobile — interaction design, visual communication, and industrial design in Figma and Adobe Creative Cloud, grounded in user research and usability testing. Available full time for 12 weeks in Summer 2027, returning to the M:IPD program that fall.

EDUCATION

University of Pennsylvania <i>Master of Integrated Product Design (M:IPD)</i>	Philadelphia, PA Anticipated Graduation: 05/28
- Joint graduate program across Penn Engineering, the Wharton School, and the Weitzman School of Design - Coursework covering interaction design, human-centered design research, user research methods, and prototyping	
Parsons School of Design, The New School <i>Bachelor of Fine Arts, Product Design; Minor in Creative Entrepreneurship</i>	New York, NY Graduated 05/25
Recipient, Circular Design Award — awarded for sustainable, circular product design - Dean's List; GPA 3.76/4.00	

EXPERIENCE

Junior Visual Designer — <i>Klimt and Design</i>	New York, NY Aug 2025 – Mar 2026
- Delivered user interfaces, interaction flows, and brand systems for 12 early-stage startup clients across AI, finance, and health in 8 months, turning complex product concepts into intuitive, easy-to-use web and mobile interfaces. - Secured client buy-in and enabled direct developer handoff on every engagement by building detailed Figma prototypes, mockups, and style guides that held visual language consistent across each client's surfaces. - Evaluated the usability of client-facing digital experiences and presented constructive design recommendations, collaborating with founders, product managers, engineers, and researchers to align design ideas with product requirements.	
Industrial Design Intern — <i>CELLINK</i>	Gothenburg, Sweden Jun 2024 – Aug 2024
- Framed the redesign brief for the BIO X6™ 3D bioprinter door by interviewing 6 lab technicians and running ergonomic studies to surface its failure points and interaction problems. - Shipped the redesigned door mechanism now in use on the commercial unit, developing 4 prototype concepts and driving the selected design through production. - Enabled manufacturing handoff by presenting recommendations to engineering stakeholders and producing 3D models and production documentation in Rhino and SolidWorks.	
Product Design Intern — <i>Incubis Design Consultants</i>	New Delhi, India May 2023 – Aug 2023
- Led end-to-end design of 3 children's sports water bottles for a Disney–Gluman collaboration, owning concept through prototype independently and delivering 2 production-ready designs approved within the 3-month timeline. - Optimized grip, safety, and sustainability across the 2 approved designs through usability and material studies, coordinating with stakeholders and manufacturing partners on brand and functional requirements.	
Graphic Design Intern — <i>DataXing Digital Inc.</i>	New York, NY Nov 2022 – Dec 2022
Established the visual identity of IndiaPolls, a DataXing affiliate, across web and social by designing its logo, design language, and multi-platform asset system, including data-storytelling infographics.	

PROJECTS

Eros — <i>Mobile Dating Application, UX/UI Case Study</i>	aryminocha.com/eros 5-week project
- Built a high-fidelity interactive mobile prototype in 5 weeks, owning the user model and user interface end to end against 4 pain points: conversation friction, absent profile feedback, fragmented multi-app use, and the gap from matching to meeting. - Defined 3 user segments and the product's information architecture by running quantitative surveys and empathy mapping, translating findings into a user journey map, storyboards, wireframes, and Figma prototypes. - Produced an intuitive, accessible interface across AI profile audit, match dashboard, and conversation-support screens, applying core design principles and accessibility standards — type scale, contrast ratios, touch-target sizing.	

LEADERSHIP & ACTIVITIES

Studio Technician — <i>Penn Engineering Studios, Venture Lab</i>	Philadelphia, PA Sep 2026 – Present
Train 8–12 students per month on laser cutting and 3D printing at Venture Lab, communicating technical fabrication workflows to users ranging from first-time makers to advanced prototypers.	

SKILLS

Design: User Interface (UI) Design, Interaction Design, UX Strategy, User Research, Usability Testing, Wireframing, Storyboarding, Mockups, Prototyping, Design Systems, Developer Handoff, Visual Communication, Graphic Design, Branding and Identity, Product Design, Industrial Design, Hand Sketching, AR Filter Design, Cross-functional Collaboration, Stakeholder Communication	
UX/UI Tools: Figma (Advanced), Adobe XD (Proficient)	
Visual & Motion: Adobe Illustrator (Advanced), Adobe Photoshop (Advanced), Adobe InDesign (Advanced), Procreate (Advanced), Adobe Premiere Pro (Proficient), Adobe After Effects (Intermediate), Final Cut Pro (Intermediate), Snap Lens Studio (Intermediate)	
3D & CAD: Fusion 360 (Proficient), Rhino (Proficient), KeyShot (Proficient), SolidWorks (Intermediate)	
Technical: HTML, CSS, JavaScript (AI-assisted prototyping and iteration) • Languages: English (Fluent), Hindi (Fluent), Spanish (Intermediate)	