

# SUYASH JUNNARKAR

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## Education

Masters in Industrial Designing (Certificate year)  
2019 - 2022

Georgia Institute of Technology, Atlanta, Georgia, USA  
GPA: 3.83

Bachelors of Technology in Electronics Engineering  
2015 - 2019

Veermata Jijabai Technological Institute, Mumbai, India  
CGPA: 7.83

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## Experience

Cluster, Intern  
Part of Qanical Technologies Pvt. Ltd.  
06/2018 - 07/2018 | Mumbai, India

Worked as an engineering trainee under the guidance of the CEO. Successfully developed a business plan and information flow for the new division of the company

Lecturer and Mentor  
For Society of Robotics and Automation, VJTI  
07/2016 - 03/2017 | Mumbai, India

Conducting workshops and delivering lectures on specifics of embedded programming and mechanical designing in robotics

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## Projects

The Torch  
[\(Water purification system for CDC\)](#)

Designed a UV-C based water filtration device for water tanks in remote locations. The solution can be retro fitted onto the existing tanks and requires minimal installation expertise.

The Dux  
[\(Food and Body Scale that promotes healthy living\)](#)

Dux is an ecosystem of a food scale, a body scale, and an integrated mobile interface. Dux is designed to encourage and be deeply embedded with the user's everyday life.

Biological Inspired Lighting Design  
<http://bit.ly/conceptpresentation>

Designed a lighting system taking inspiration from the Gecko and the Moonflower. User interacts with the system using a mobile application. The system is portable and is designed to be clustered to make a larger system.

Application designed for visually impaired users  
<http://bit.ly/Alfredgroceryorganizer>

Designed an application to track expiry date of grocery items and their location in the pantry. Conducted user research and testing. Designs were based on the human factors research specifically for visually impaired users.

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## Pictorial

The Blind Screen  
[\(Class Project\)](#)

This pictorial is about reimagining the ways in which we think about and interact with everyday objects around us.

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## Tools

Autodesk® Fusion 360™  
Adobe® Suite (Photoshop, Illustrator, InDesign, XD)  
Affinity® Suite (Designer, Photo),  
Apple® Motion®  
C/C++, Python

## Skills

Moodboarding, Storyboarding, 3D Modelling  
Morphological Matrix generation, Sketching  
Rapid prototyping (3D printing, PCB design and printing)  
Embedded programming