

Lara Rodrigues Ristić

Product Designer

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[LinkedIn](#)

Product designer with a BA in Industrial Design and an MA in Interaction Design (SUPSI, 2026). I design and build across the full process, from primary research through 3D modelling, prototyping, testing, fabrication, and production.

RELEVANT EXPERIENCE

Interaction Design Intern - Woven Studio

Sep. 2025 - Feb. 2026

- Delivered physical components for large-scale immersive installations through metalworking, electronics integration (soldering, wiring), material testing and resolving fabrication and assembly challenges across multiple parallel projects under production deadlines.
- Translated concept briefs into functional physical outcomes through iterative prototyping, adapted design decisions when manufacturing realities required it, without losing design intent.

Freelance Visual Designer

June - Oct. 2023

- Designed visual identities and brand systems for small companies and independent clients.
- Delivered logos, brand marks, business cards, communication assets, merchandise and final print production files.

SELECTED PROJECTS

Storia - Product Designer

May 2025 - ongoing

- Presented at Bern Design Festival, WUD Brugg, and Junior Design Research Conference Zurich. Awarded Innosuisse initial coaching grant. Shortlisted, iF Student Design Award 2025.
- Developed the complete visual identity and communication system, applied across print, digital, presentation and exhibition contexts.
- Grounded interaction decisions in primary research: qualitative interviews with parents, child psychologists, and early childhood educators. Iterated product direction based on findings.
- Designed and built two functional prototypes of a screen-free AI-powered storytelling toy. Including CNC cutting, 3D printing, hardware integration and material exploration.

Tubi - Physical Interactive Installation

Mar. 2025 - 1 month

- Designed and fabricated a modular structure using 3D-printed joints and designed the assembly logic. Integrated phones as hidden sensors within the physical structure.

Blaupunkt Pop 70 - Digital Fabrication & Fast Prototyping

Nov. 2024 - 3 weeks

- A mechanical interaction prototype as a reinterpretation of the Blaupunkt Pop 70 using modeled parts based on fit and constraints using Fusion360, laser cutting, and 3D printing.

EDUCATION

MA Interaction Design

Sep. 2024 - July 2026

SUPSI - University of Applied Sciences and Arts of Southern Switzerland

BA Industrial Design (Average grade: 9.74 / 10)

2021 - 2024

The Academy of Applied Studies, Polytechnic of Belgrade

SKILLS

3D and Making: Fusion 360, Rhino 7, AutoCAD, 3D printing, Laser cutting

Design and Visual: Figma, Adobe Illustrator, Adobe Photoshop, DaVinci Resolve

Research: User interviews, Affinity mapping, Design research, Competitor analysis

Languages: English (fluent), Serbian (native), Portuguese (native)

OTHER

Former professional ballet dancer. More than 10 years of rigorous, high-performance training and extensive competition and stage experience.