

Sophie Dukes

INDUSTRIAL DESIGNER: PEOPLE-FIRST PRODUCTS

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I design to help people feel more connected, inspired or cared for. I design for people first, both the manufacturers who assemble a product and the people who use it. I don't draw a hard line between physical, digital and UX, so I work across the whole process and experience: research, sketching, CAD, prototypes, interfaces and production.

EXPERIENCE

Industrial Designer, Unbox Product Design 2026 TO NOW

- Run iterative prototype test cycles on a consumer electronics beauty device, pairing CAD iteration and test data with user research to guide the product forward.
- Built the first full-scale working prototype of a softgoods product with integrated electronics, after leading competitive analysis, human factors sizing and construction research.
- Generate early ideation sketches and CAD concepts for a lifestyle product.
- Trained an intern on the device's prototyping and demo workflows, which he now runs independently.

Industrial Designer, Rendyr 2022 TO 2024

- Helped launch the Optic desktop laser cutter, shipping 300+ units.
- Designed packaging, setup documentation and accessories around both the assembly team and new owners, optimizing layouts, material efficiency and assembly workflows.
- Designed and prototyped a brush accessory for the Optic, from sketch and CAD through 3D-printed iterations.
- Worked with engineers and suppliers on fit, finish and part configurations, and created drawings and BOMs for manufacturability.
- Designed and built a 30"x60" plywood coffee table with an engraved top and hairpin legs as a maker project for customers.

Product Development Assistant, Lighting, RH 2024 TO 2025

- Helped bring tens of residential lighting collections to market, with over 100 in development at one time.
- Managed sample reviews and tracking, reviewed CAD, and ran weekly vendor calls to keep design intent aligned with manufacturing.
- Built digital concept presentations and organized and led design reviews.

Product Designer, Freelance 2025

- Led brand identity, UI and e-commerce design for startups including Weeknd and Cattlelog.
- Built functional prototypes with AI-assisted tools to test concepts quickly.

Undergraduate Research Assistant, Fermilab 2020 TO 2021

- Developed muon detector housings and 3D CAD models of the Great Pyramid of Giza's interior for cosmic-ray muon radiography simulations.

SKILLS

Research + UX

User research, personas, human factors, competitive analysis

Industrial

Sketching, form development, SolidWorks, Fusion 360, Rhino, BOMs, DFM

Visualization

KeyShot, Vizcom, Adobe CC

Prototyping

3D printing, laser cutting, wood and metal shop, sewing, integrated electronics

Digital

Figma, UI design, vibe coding, AI-assisted prototyping

EDUCATION

B.S. in Industrial Design

Virginia Tech

HONORS + COMMUNITY

European Product Design Gold Award Winner, Amity

IDEA Awards Finalist

Women in Design SF Mentor, 2025

SFUXD, Led Personal Brand & Portfolio Work Session, 2026

Hackbubu Prize Winner, SetupSync, SF Tech Week, 2025

IDSA Virginia Tech, Former Secretary