

CHAMAKURA VAISHNAVI SAI SARAYU

INDUSTRIAL DESIGNER

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Chamakura

Portfolio

EDUCATION

B.Des (Hons.), 2026

Specialization : Industrial Design

Woxsen University

CGPA: 3.31/ 4 (Till 6th Sem)

Senior Secondary Year, CBSE , 2022

Specialization : MPC

Sanskriti international school

91.8%

Secondary Year (IX-X) , CBSE, 2020

Meridian School , Madhapur

97.4%

TECHNICAL SKILLS

- Fusion 360
- Procreate
- Adobe photoshop
- Adobe Illustrator
- Excel
- Powerpoint

SOFT SKILLS

- Team Work
- Communication skills
- Leadership Skills
- Attentive Listening
- Public Speaking

PROFESSIONAL SUMMARY

Passionate and curious Industrial Design student with a strong inclination towards art, technology, and entrepreneurship. Experienced in exploring the intersection of creativity and social value, I enjoy designing solutions that are not only functional but also impactful. Driven by a constant eagerness to learn and innovate, I aspire to channel design and entrepreneurial thinking into creating meaningful experiences and shaping better futures.

INTERNSHIPS

Design Intern | CRY NGO, Hyderabad

May 2023 - June 2023

- Volunteered at CRY organisation to teach the children at the Yusufguda Child Care Institute, Hyderabad.
- Conducted Microsoft's employee engagement programs at the Microsoft office
- Organized a Talent Show event at the Yusufguda Child Care Institute, Hyderabad.

Industrial Design Intern | Quolt Product Design Studio, Hyderabad

May 2024 - July 2024

- Developed innovative toy concepts inspired by Indian traditions, integrating cultural elements into modern product design.
- Collaborated with the design team to refine prototypes and contribute to the creative development process during a 45-day internship.

Industrial Design Intern | J qork, Hyderabad

May 2025 - July 2025

- Performed in-depth market research to analyse consumer needs and identify product opportunities within the brand's portfolio.
- Developed two unique product concepts, A tech organizer bag and a Fanny Pack, translating ideas into detailed sketches, models, and design iterations.
- Prepared comprehensive technical packs for manufacturing and advanced the second prototype through ongoing development.

Industrial Design Intern | Universal Toys, Hyderabad

June 2025 - August 2025

- Designed innovative soft toy concepts, aligning creative direction with cultural relevance and client requirements.
- Researched and evaluated fabric options to ensure material suitability, durability, and compliance with client preferences.

CERTIFICATIONS

- Generative AI : Prompt Engineering basics by IBM
- Introduction to psychology - YALE University
- Present with Purpose: Create/Deliver Effective Presentations by IBM
- Global Art India Basic Level III
- Manchester Design summer school program - Manchester Metropolitan University , London

INTERESTS

- Kuchipudhi Dance
- Tennis
- Sketching and Painting
- Badminton

LANGUAGES

- English
- Hindi
- Telugu

KEY PROJECTS

SOCIAL IMMERSION | UNDERSTANDING THE ENVIRONMENT

December 2022 - January 2023

- Visited the Kamkole village and communicated with the villagers to understand the village history, functioning systems and the living style of the people.

KAMKOLE SCHOOL REVITALISATION

December 2022 - January 2023

- Member of the core team for the mural project of the kamkole village high school.
- Designed and Painted the walls of the school to create and spatial learning environment for the Children.

BUDBLOCKS | SIMPLE PRODUCT DESIGN

February 2024 - Present

- Developing learning aids for government school children of Telangana for enhancing their learning on plant life .

RASA | UI/UX PROJECT

August 2024 - Present

- Co-founded and pitched RASA, a designer market place-driven venture, presenting a business model and prototype.
- As a team we led research, concept development, the UI and UX , information Architecture and the prototyping of the product.

PROSTHETICS | UNIVERSAL DESIGN PROJECT

September 2024 - November 2024

- worked on designing an affordable , functional prosthetic leg for long transtibial amputees living below the poverty line , incorporating ankle movement to enhance mobility and enable the user to perform daily tasks

CRAFT MASTERS | DESIGN PROJECT 4

July 2025 - Present

- developing a board game for adults to create awareness on the various crafts in India .

ACHIEVEMENTS

- Class Representative – B.Design (Foundation) , 2022–2023
- Class Representative – B.Design (Industrial Design) , 2023–2024
- Woxsen University's Student Council Vice President, 2024-2025
- UX INDIA competition Top 5 Finalist

EXTRA- CURRICULAR

DESIGN VANGUARD 2024

APRIL 2024

- MC and a Member of management team for the design Vanguard 2024, Hyderabad's first Design show held at T-works