

Lara

Rodrigues Ristić

Interaction & Product Designer

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Interaction and product designer with a BA in Industrial Design and an MA in Interaction Design, specialising in physical-digital products where technology is hidden in physical forms. I design and build across the full process, from primary research, through CAD modelling, to prototyping, testing and fabrication, components integration, and exhibition-ready prototypes.

## RELEVANT EXPERIENCE

### Interaction Design Intern - Woven Studio

Sep. 2025 - Feb. 2026

- Delivered physical components for large-scale immersive installations, resolving fabrication, assembly logic, and electronics integration (soldering, wiring) across multiple parallel projects under various production constraints.
- Translated conceptual briefs into functional 3D models and fabricated physical outcomes through iterative prototyping.

### Freelance Visual Designer

June - Oct. 2023

- Edited real-time photo and video content for the Data Science Conference Belgrade for immediate social media distribution under live conference conditions.
- Delivered visual identities through logos, brand marks, business cards, communication assets, merchandise and final production files for small companies and independent clients.

## SELECTED PROJECTS

### Storia - Interaction and Product Designer

May 2025 - ongoing

- Awarded Innosuisse initial coaching grant, presented at Bern Design Festival, WUD Brugg, and Junior Design Research Conference Zurich.
- Designed and built two functional prototypes of a screen-free AI-powered storytelling toy grounded in primary research with parents, child psychologists, and early childhood educators.
- Developed the complete visual identity and communication system, applied across print, digital, presentation and exhibition contexts.

### Tubi - Physical Interactive Installation

Mar. 2025 - 1 month

- Designed and fabricated the physical structure using polypropylene tubes and custom 3D-printed joints. Integrated smartphones as wireless sensors hidden inside the structure.

### Blaupunkt Pop 70 - UX Research and UI Design

Nov. 2024 - 3 weeks

- Designed a tolerance-aware mechanical interaction prototype as a reinterpretation of the Blaupunkt Pop 70 using Fusion360, laser cutting, and 3D printing.

### Dithering Experiments - Pixelated LED Matrix Mirror

Jan. 2025 - 1 week

- Real-time interactive LED mirror using a 32x32 matrix implementing different image processing algorithms on a live webcam feed.

## EDUCATION

### MA Interaction Design

Sep. 2024 - Present

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

**Design:** Brand identity, Visual systems, Physical & digital prototyping, Design research

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

**Digital Tools:** Figma, Adobe Illustrator, Adobe Photoshop, DaVinci Resolve

**AI Tools:** Claude, Meshy AI, Nano Banana, Dovetail, Replicate

**Code prototyping:** Basic understanding of HTML / CSS / JS, Arduino IDE

## LANGUAGES

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

## OTHER

Driver's license, Former professional ballet dancer