

Sophie Dukes

Industrial Designer | Systems-Thinking Approach to Physical + Digital Products

(434) 996-5499

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sophiedukes.com

Skills

CAD & Prototyping: SolidWorks, Rhino, Fusion 360, 3D Printing, Laser Cutting, Wood & Metal Shop

Design Tools: Figma, Adobe CC (Photoshop, Illustrator, InDesign), KeyShot, Lightburn

Workflow & Collaboration: PLM (Centric), Notion, Jira, Google Workspace, Microsoft Office, AI-assisted ideation (ChatGPT, Figma Make, Midjourney, Notion)

Strengths Design for Manufacturing, User Experience, Creative Problem Solving, Cross-Team Collaboration

Experience

Rendyr | Industrial Design Lead | *Fall 2022 - Summer 2024*

- Designed and prototyped a custom brush accessory that improved maintenance usability and extended product life for the Optic desktop laser cutter
- Led packaging design and operations for 300+ units, optimizing layouts, material efficiency, and assembly workflows to streamline production
- Created technical drawings, BOMs, and documentation for packaging and accessory components to ensure manufacturability and brand consistency
- Collaborated with engineers and suppliers to refine fit, finish, and part configurations, resolving production issues in real time
- Developed internal documentation systems and tutorial materials that improved assembly accuracy and customer onboarding
- Produced marketing and educational content that communicated product functionality and brand story
- Engaged directly with customers and influencers to gather user experience feedback, providing insight that informed design decisions and content strategy

Freelance Product Designer | *Summer 2025 - Present*

- Partner with startups to define product vision, aesthetics, and usability across user experiences
- Designed responsive e-commerce flows for Cattlelog, improving clarity and navigation
- Led rebrand and UI redesign for Weeknd, creating an inclusive, consistent visual identity
- Support teams through creative direction and rapid prototyping to bridge early concept and execution

RH (Restoration Hardware) | Product Development Assistant for Lighting | *Fall 2024 - Summer 2025*

- Supported design and development of residential lighting collections with vendors
- Reviewed samples and CAD drawings to ensure alignment between design intent and manufacturing
- Coordinated design, vendor, and gallery teams to maintain accurate specifications and cohesive presentation

Fermilab National Accelerator Lab | Undergraduate Research Assistant | *Fall 2020 - 2021*

- Crafted 3D CAD models of the interior of the Great Pyramid for digital simulations
- Developed muon detector housings to facilitate cosmic-ray muon radiography for complete interior discovery of the Great Pyramid of Giza

University of Virginia | Student Intern | *Summer 2020*

- Designed a mobile platform for electronics installation, removal, and repair in tight lab quarters for a \$300M experiment, producing assembly animations and a BOM to guide fabrication and integration

Education

B.S. in Industrial Design | Virginia Tech

Leadership/Honors

European Product Design Gold Award Winner, IDEA Awards Finalist, IDSA Virginia Tech Former Secretary