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Milan Kalita

Hello I'm Milan Kalita.



Contact Me.

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☎ +353 89 431 7030

in www.linkedin.com/in/milan-kalita-j022025

Education.

TUD - Technological University Dublin
BSc in Product Design | 2021-2025

Skills.

• Sketching (procreate)		• Adobe Indesign	
• Solidworks		• Adobe Photoshop	
• Fusion 360		• Adobe Illustrator	
• Rhino		• Microsoft Office Suite	
• Keyshot		• Photography	
• 3D printing		• Power Tool Handling	
• Rapid prototyping		• User Resarch	
• Figma		• Team work/Presentations	

About Me.

I'm a recent product design graduate student with a passion for creating thoughtful consumer products that seamlessly blend form and function. I love tackling real-world challenges by putting sustainability, inclusive design and real world engineering solutions at the heart of my design process. I'm particularly interested in crafting experiences where UI/UX and physical products connect and exploring how intuitive interactions can elevate everyday experience. I also enjoy working in other areas of design to broaden my experience as a product designer. I have a keen eye for detail and a drive to make every design look as modern and sleek as possible, with an aim to deliver work that's not only visually compelling but genuinely improves how people live, work, and interact with physical products.

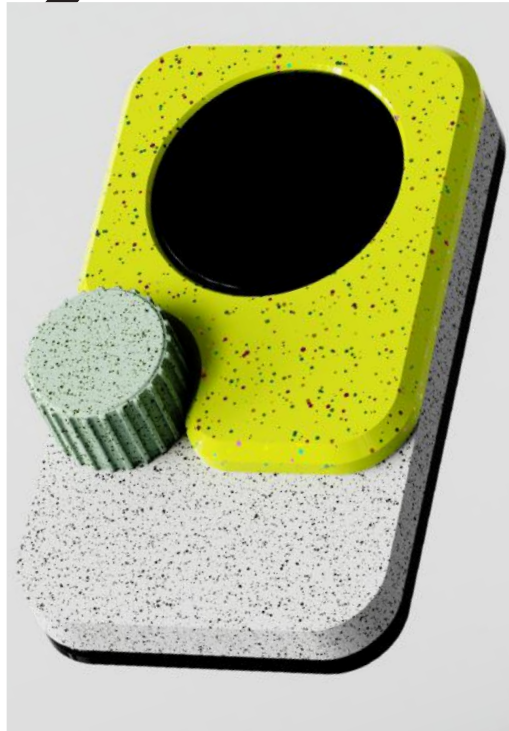
CONTENT.

1



Reme

2



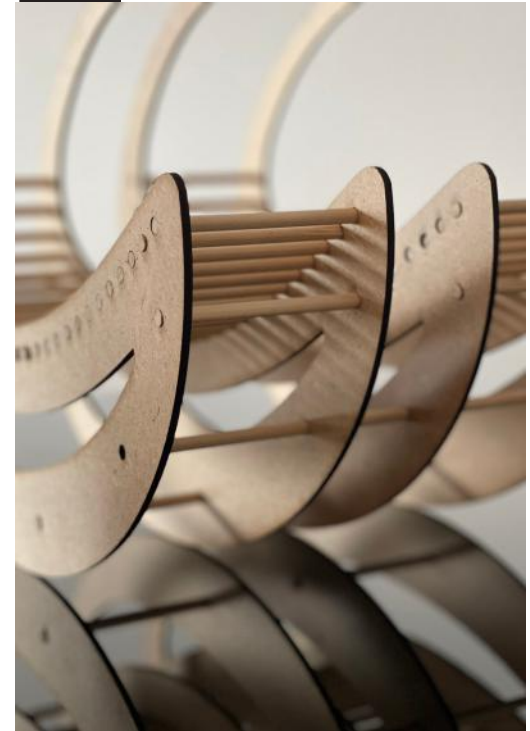
SmileO

3



Lego Cowboy

4



The Moon Chair

Overview.

Project Goal.

The main aim of the project is to enable adults to be more engaged in reading by keeping a personal reading assistance that reminds the users to read. While also having a book holder that houses the book to make it more engaging.

Summary.

REME is a personal reading assistant developed in my third year of university, designed to help adults engage more consistently with physical books. The product combines ambient lighting, motivational prompts, and subtle feedback to support distraction-free reading. Based on user research and testing, REME was developed to create a calm, screen-free environment that encourages daily reading habits. The project involved UX research, CAD modeling, physical prototyping, and UI exploration. REME enhances the reading experience through thoughtful design without overwhelming the user. Providing a refined modern solution to support better focus and long-term engagement.

Applied Skills

User Research, Prototyping, Design Testing, User Testing, Design for Manufacturing, UX/UI.

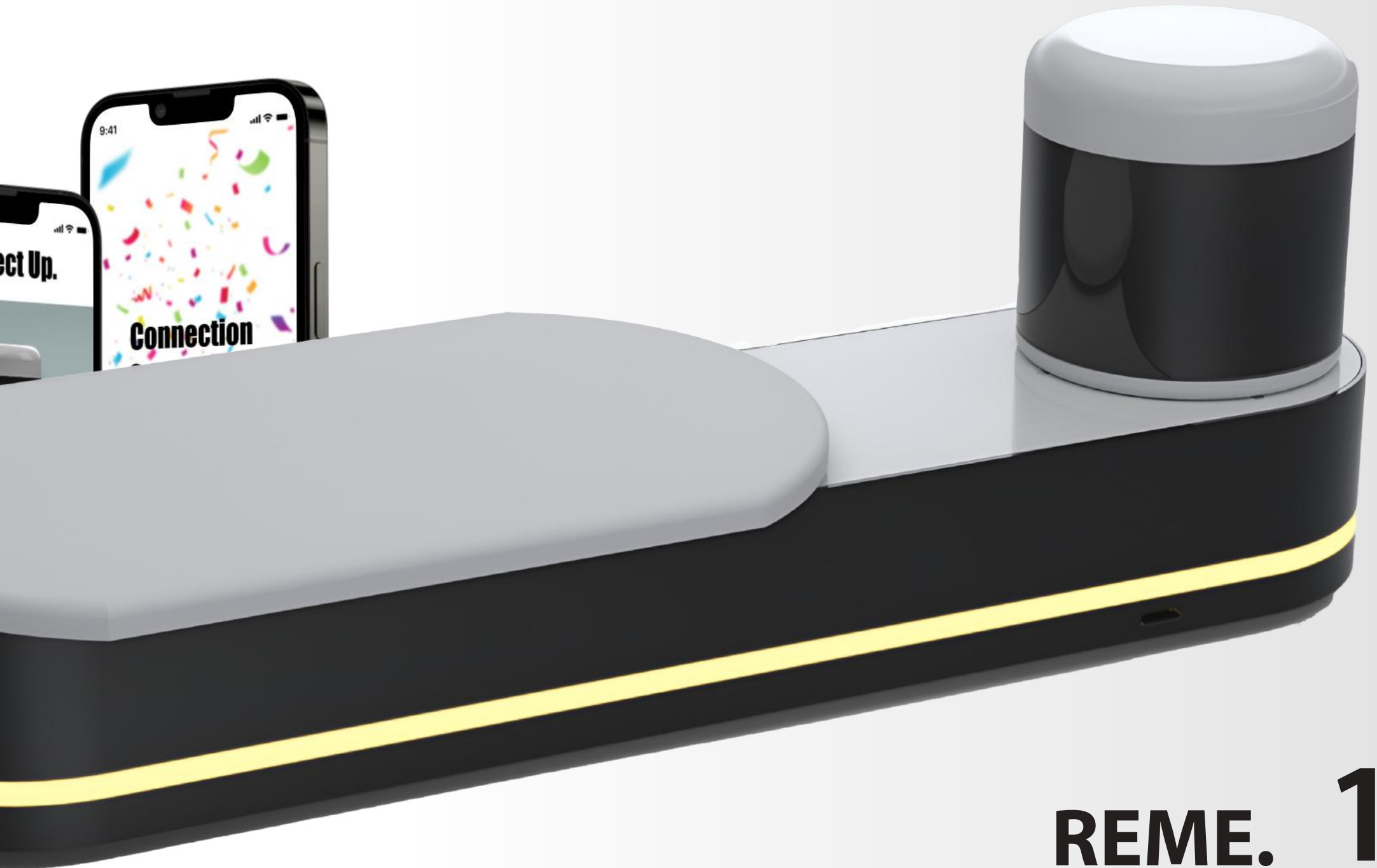
Project Type

Year 3 Individual IOT Project, 5 Months.

Software/Equipment Used

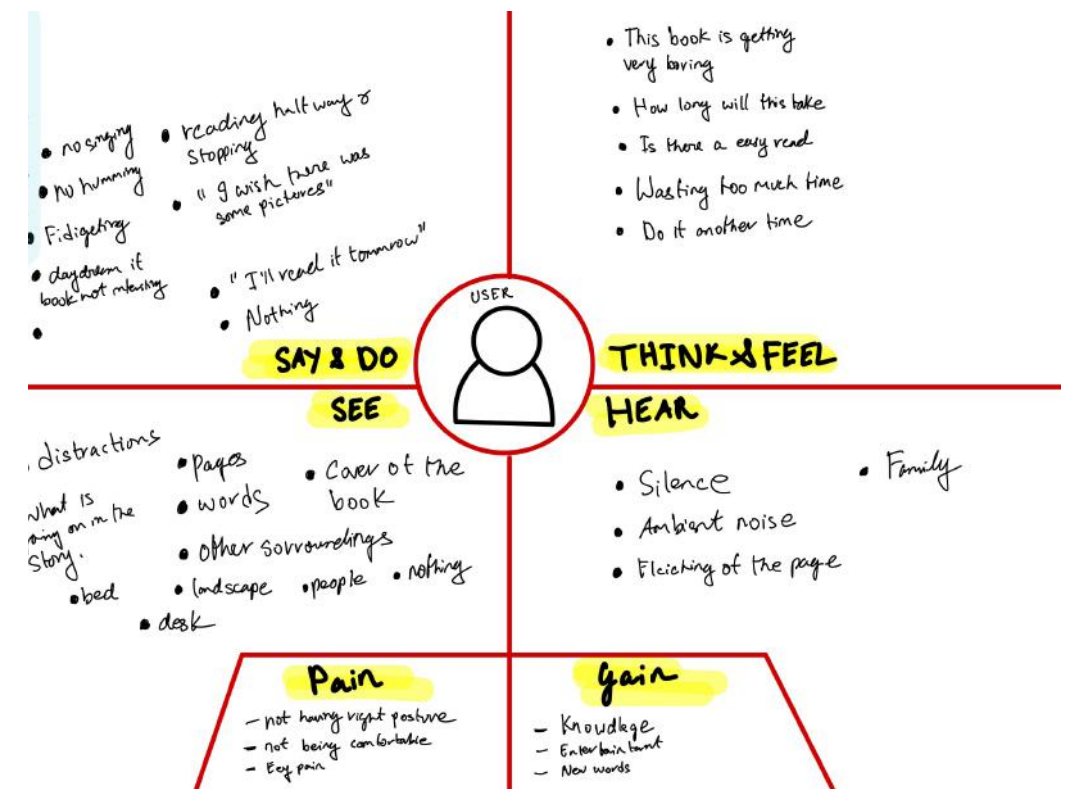
Fusion 360, SolidWorks, Laser Machine, Foam Board, 3D printing, LED, Figma.





REME. 1

Research.



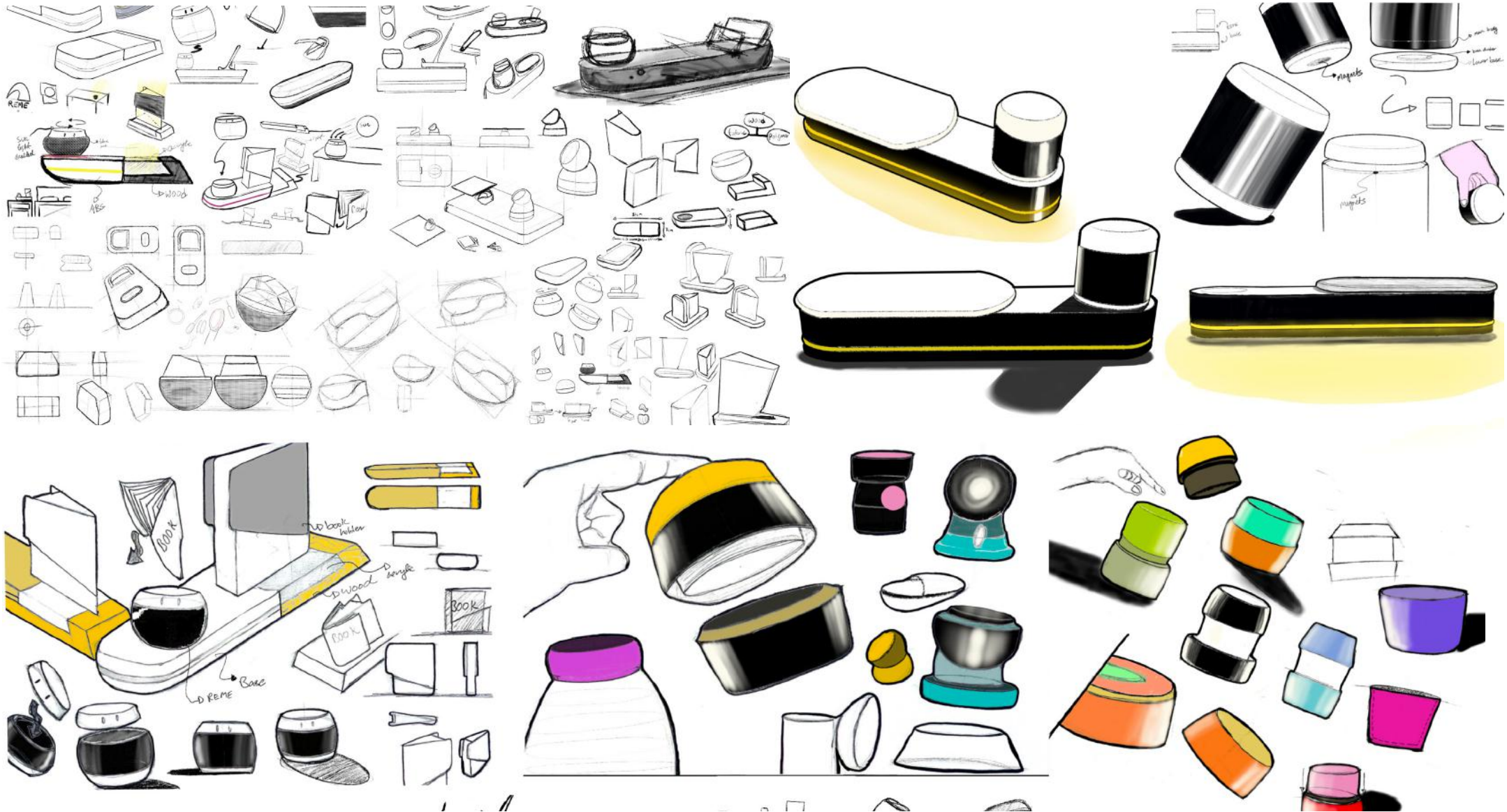
Summary.

To understand the challenges adults face with consistent reading, I explored user behavior, environmental factors, and existing solutions. Key insights revealed the importance of:

- Minimizing distractions during reading
- Creating a calm, comfortable reading environment
- Providing motivation through feedback and small rewards

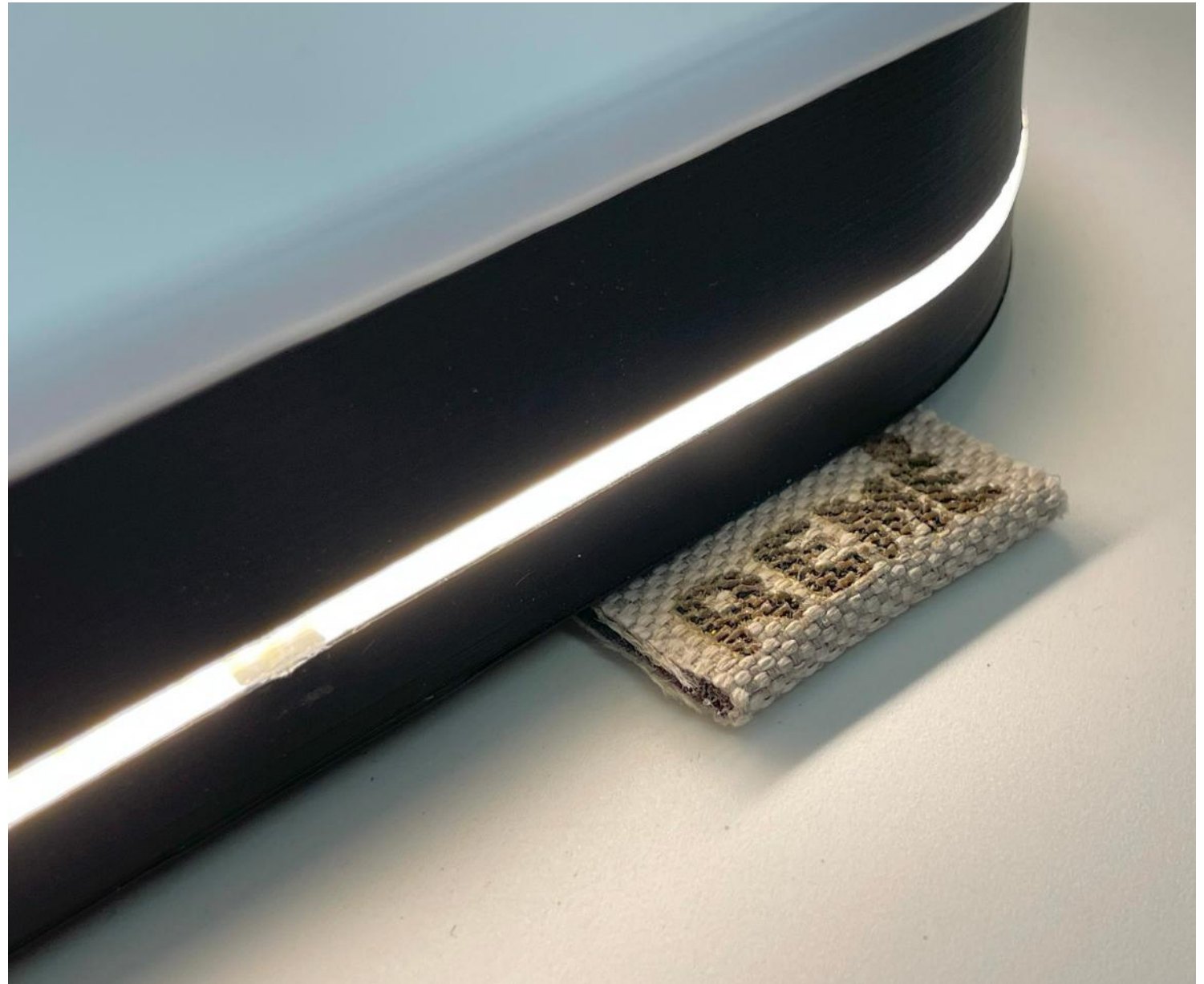
I also explored behavioral psychology, lighting preferences, and nostalgic elements of physical books to inform the design direction and interaction model.

Ideation.



Design & Development.



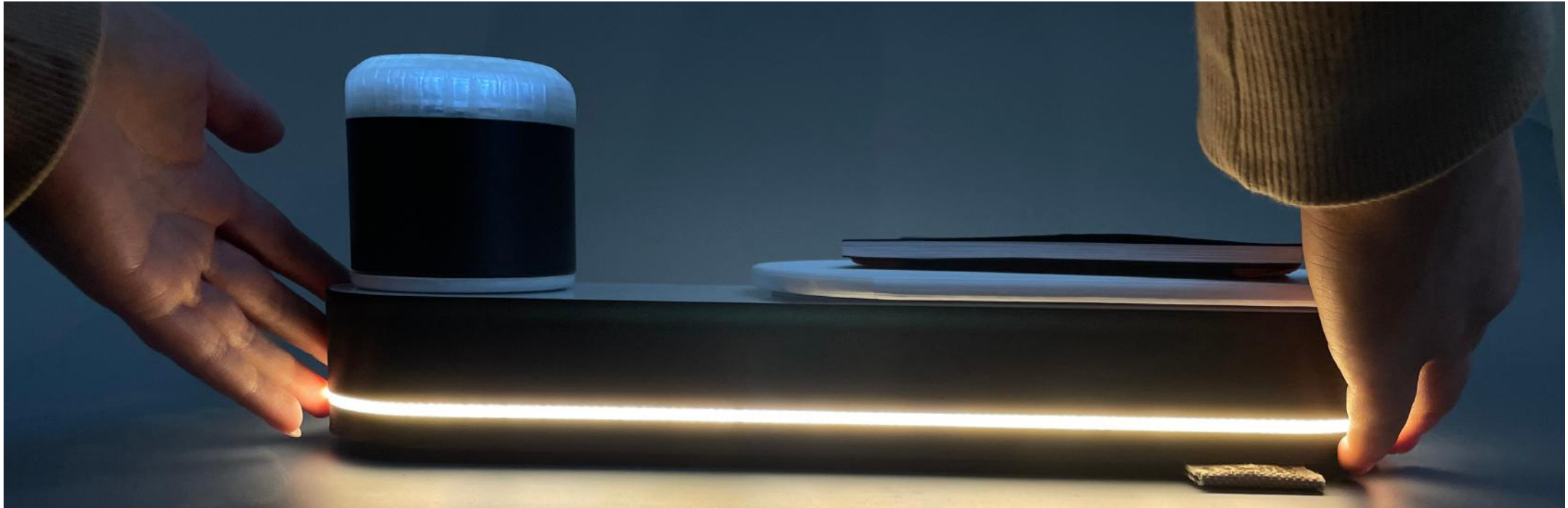


REME is made from ABS and clear Polycarbonate plastic. The parts will be injected molded and will be assembled by snap fitting the components together while containing a BlueTooth and WIFI chip. The ESP 32 PCB which will be mounted on the center body and in REME too, ensuring it stays connected to the internet and on the mobile app.

1. Body Fixtures
2. PCB
3. PCB Holder
4. Battery
5. Body Case
6. USB - C Port



REME.





Overview.

Project Goal.

The main idea behind this project is that bad oral hygiene is a problem faced by young children. The goal of SmileO was to support young children in adopting and maintaining good oral care habits from an early age. Through engaging design and interactive feedback, the product encourages routine, making daily brushing more enjoyable and consistent.

Summary.

SmileO is a smart oral care companion designed to help children build healthy brushing routines through interactive feedback and engaging design, which was developed through benchmarking, sketch ideation and foam/card models the product evolved into a refined, child-friendly solution. The prototype included 3D printing, UI testing, and electronics integration using ESP32, LED sequences, and Arduino-based coding. A parent-facing app and child display UI were designed in Figma to enhance engagement and monitoring.

Applied Skills

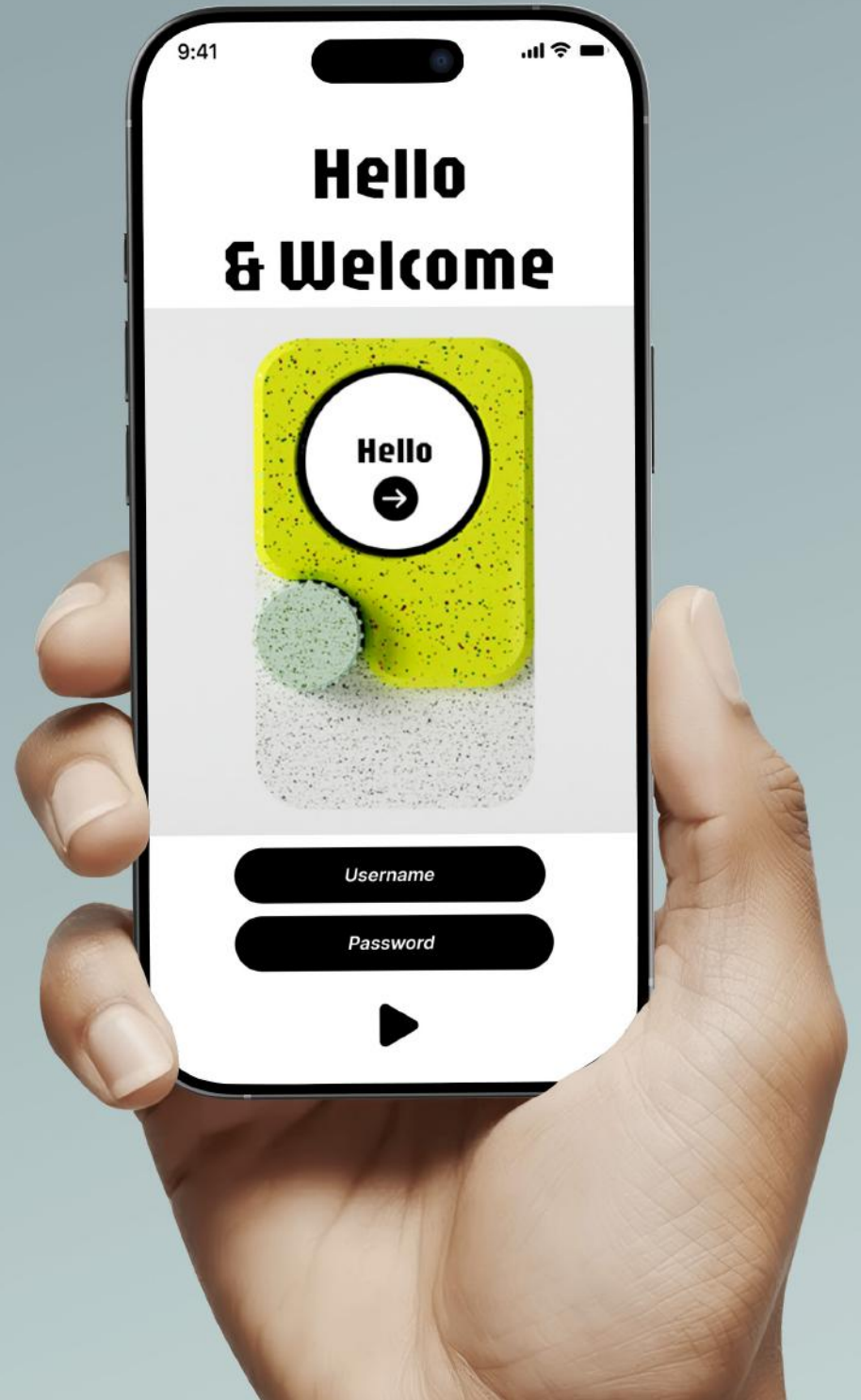
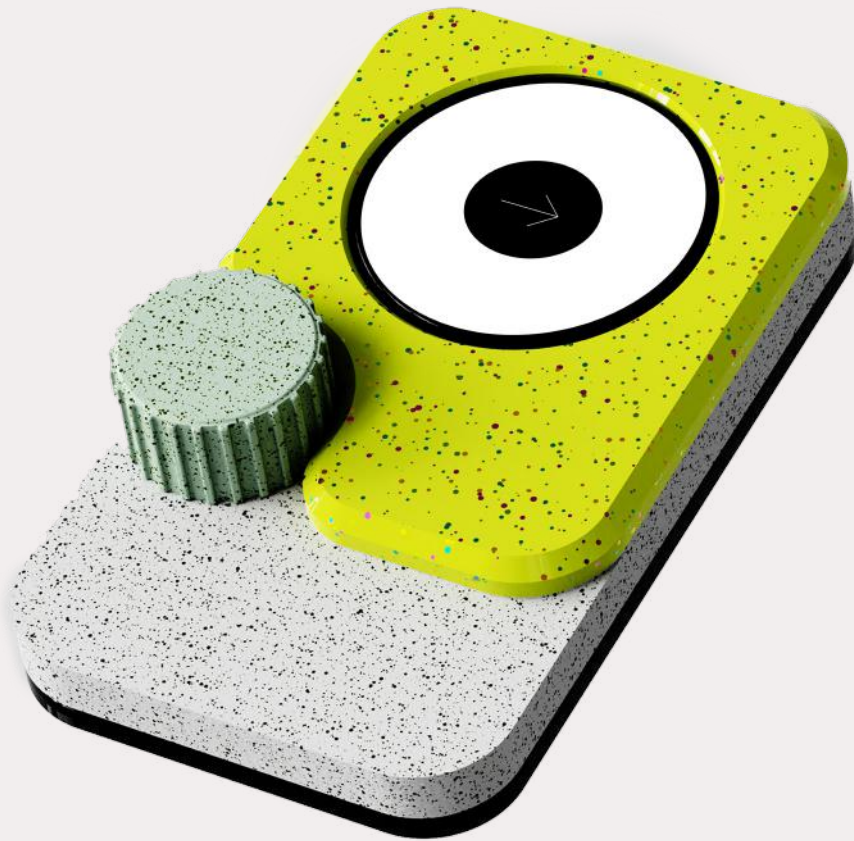
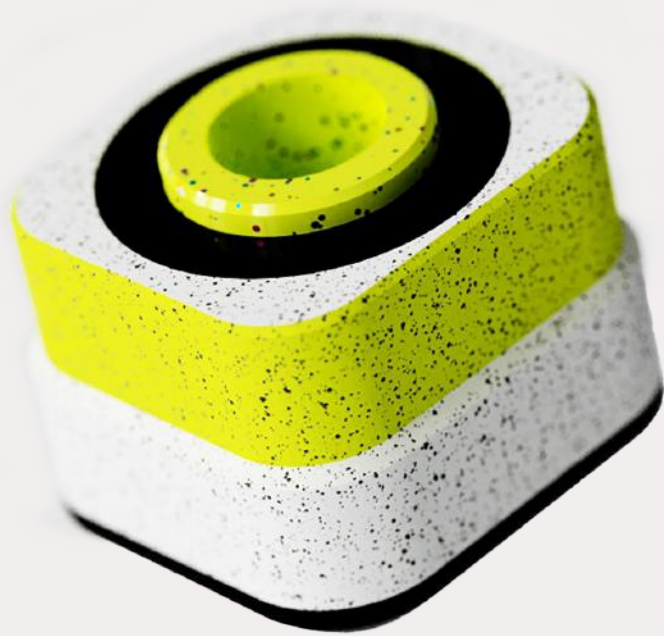
Technical Development, UX/UI Design, Design Testing, Coding, CMF Consideration.

Project Type

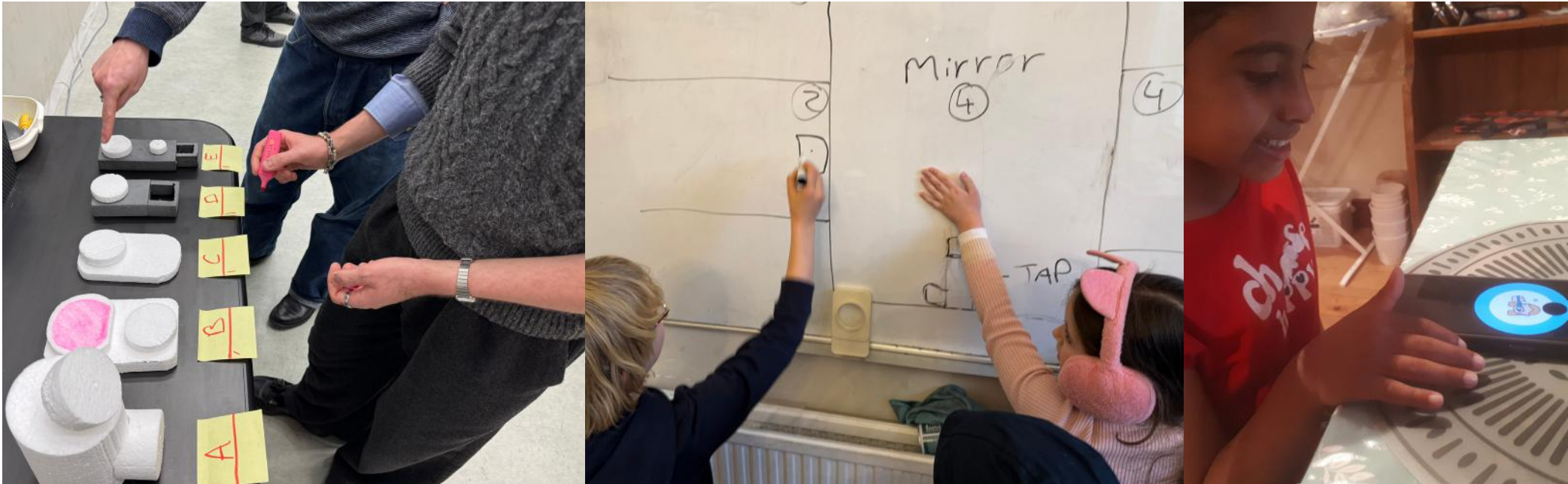
Year 4 Individual Thesis Project,
12 Months.

Software/Equipment Used

3D printing, Fusion 360, Figma,
Ardrunio & ESP 32, KeyShot, Rhino



Research.



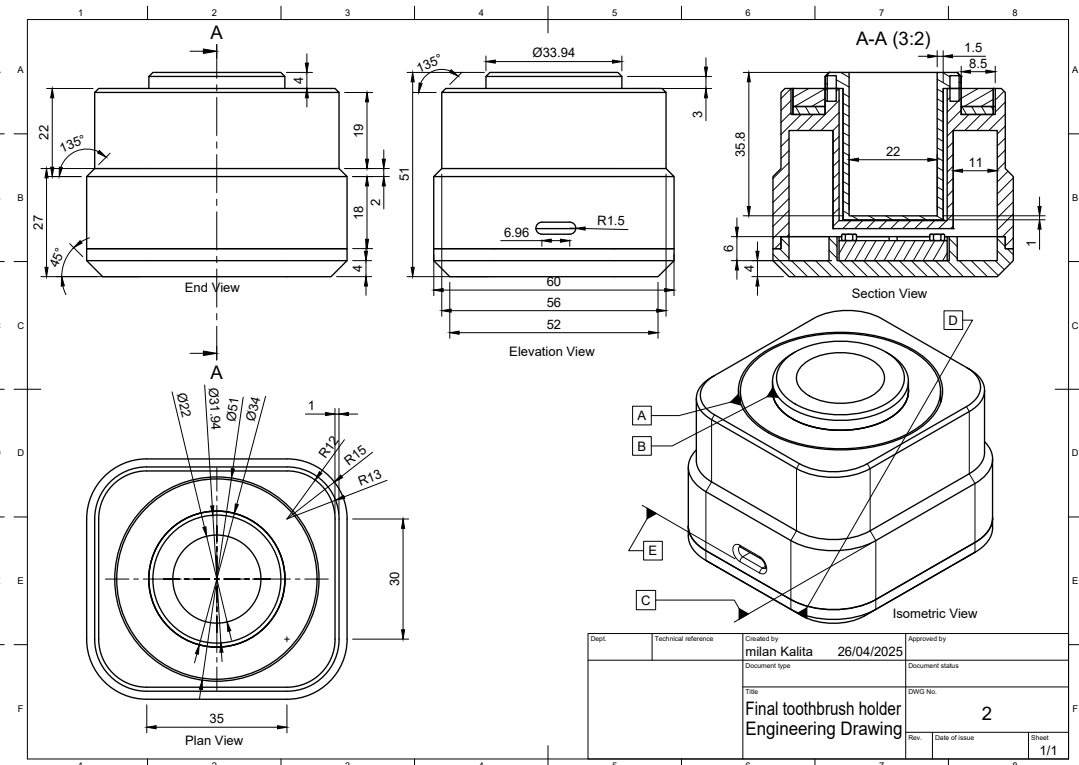
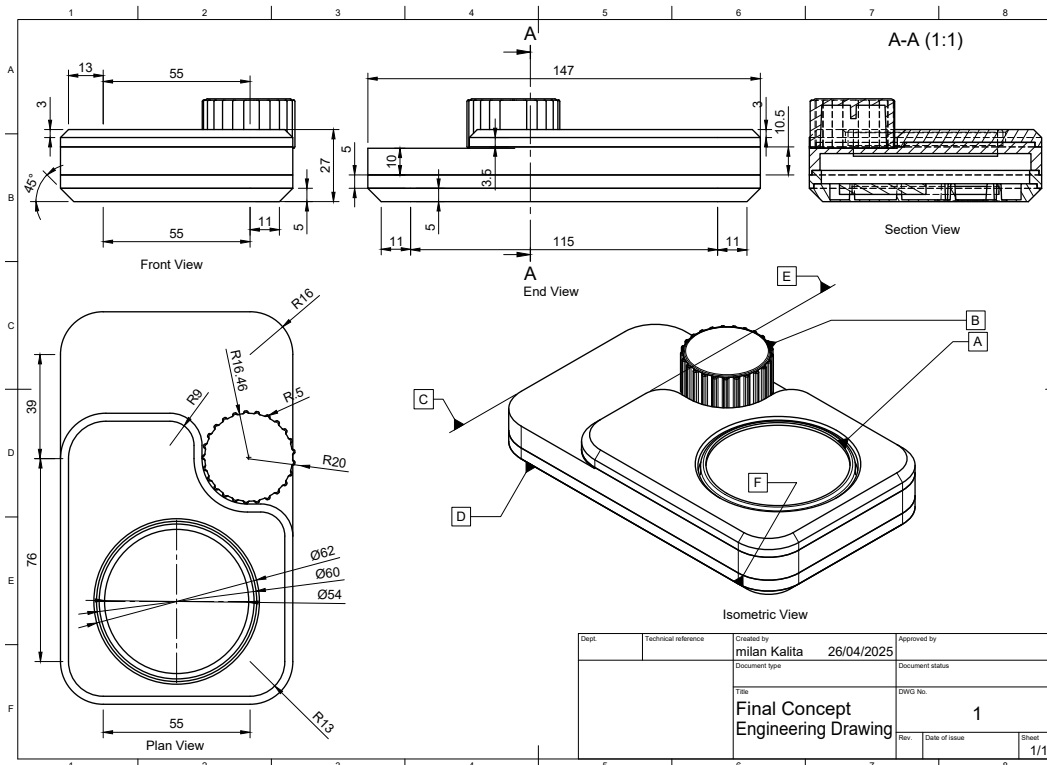
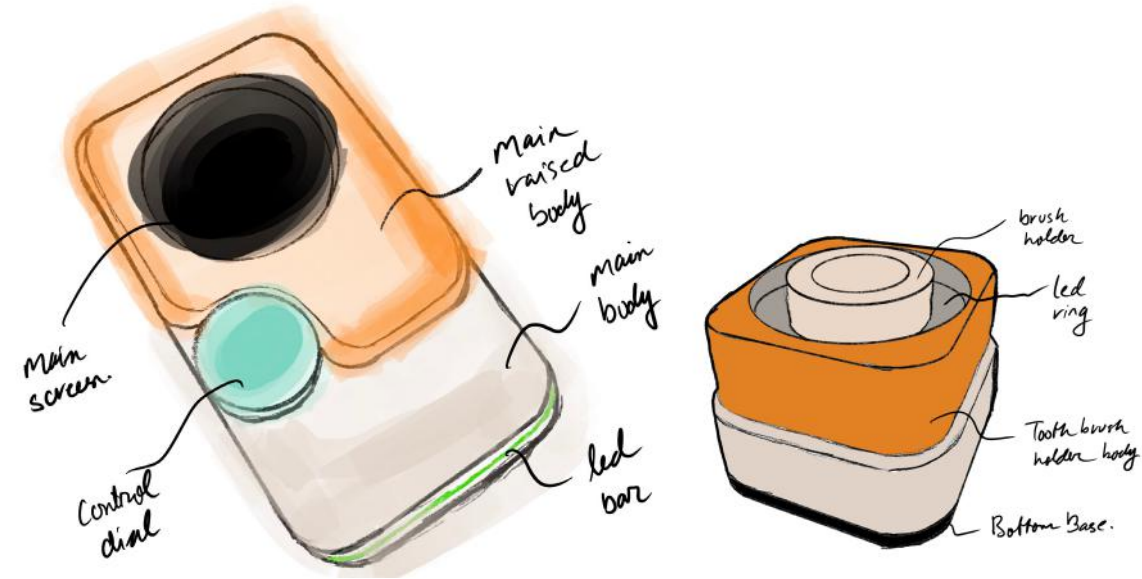
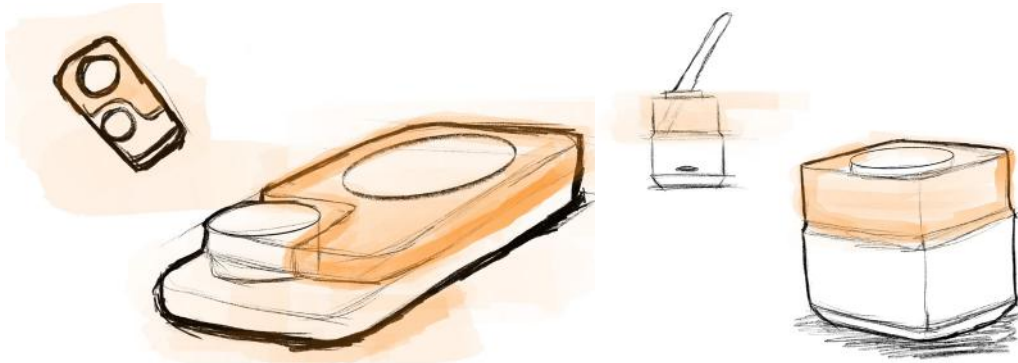
Summary.

To understand the challenges around children's oral care habits, I conducted surveys, interviews, observational studies, and benchmarking of existing solutions. Key insights revealed the importance of:

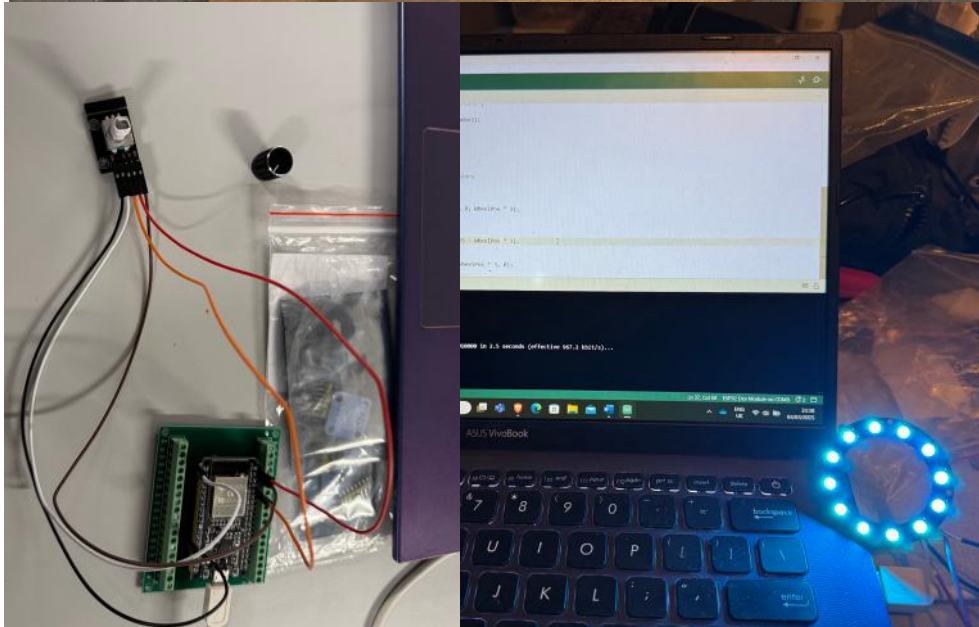
- Establishing positive brushing habits from an early age
- Reducing parent-child friction around oral care routines
- Using playful, sensory feedback to sustain engagement

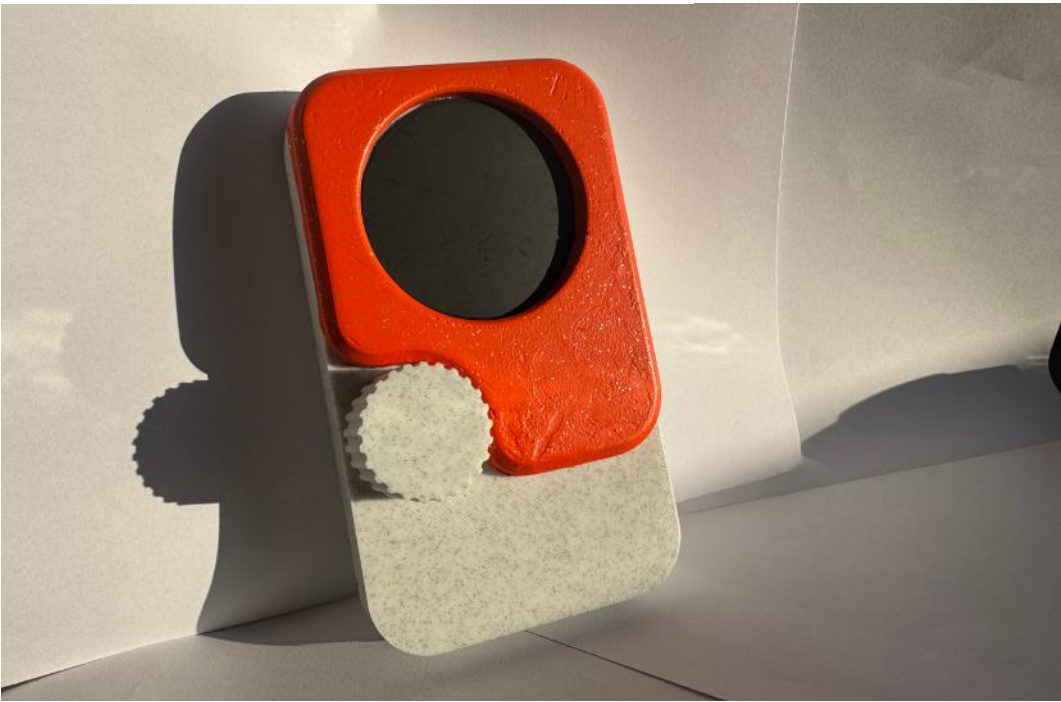
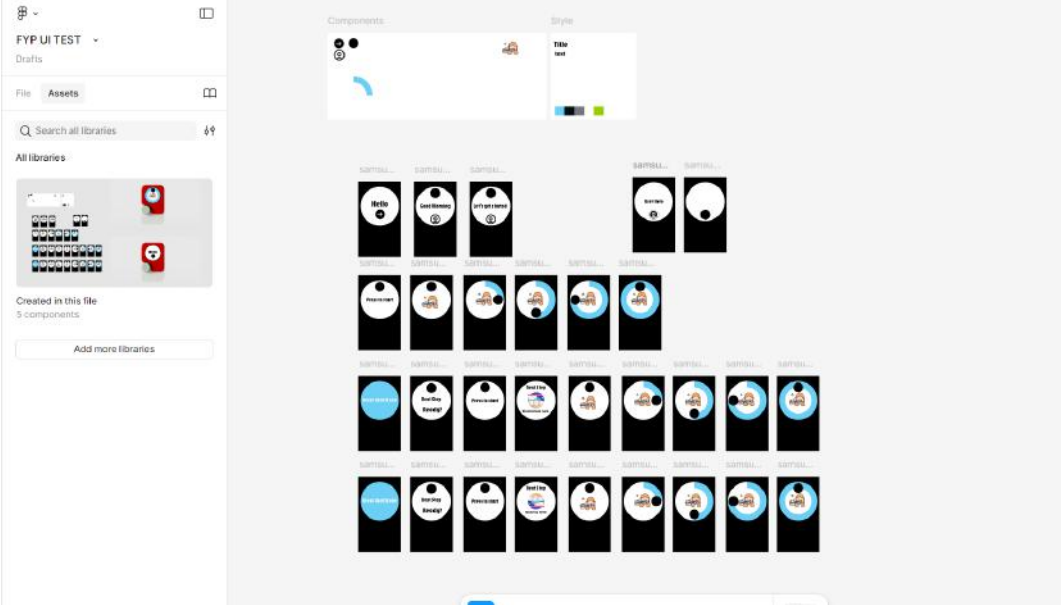
I also explored behavioral design strategies, ideal brushing environments, and UI preferences for both children and parents to inform a balanced, effective solution.

Ideation.



Design & Development.















Overview.

Project Goal.

This project goal was to design and manufacture any Lego figure from scratch to be produced at a large scale. All the equipment and the machines used in this project could be used in professional workplace or industries all across the world.

Summary.

This project was an exploration into modern prototyping and fabrication processes, aiming to perfect technical skills using industrial tools like 3D printers, laser cutters, CNC machines, and vacuum formers. The task was to create a 400% scale LEGO figure using a combination of digital design and hands-on techniques. The goal wasn't just to produce a final outcome but to develop a deep understanding of tools and materials, as used in professional manufacturing environments.

Applied Skills

Reverse Engineering, 3D Modeling, Structural thinking, Painting.

Project Type

Year 2 Individual Project, 3 Months.

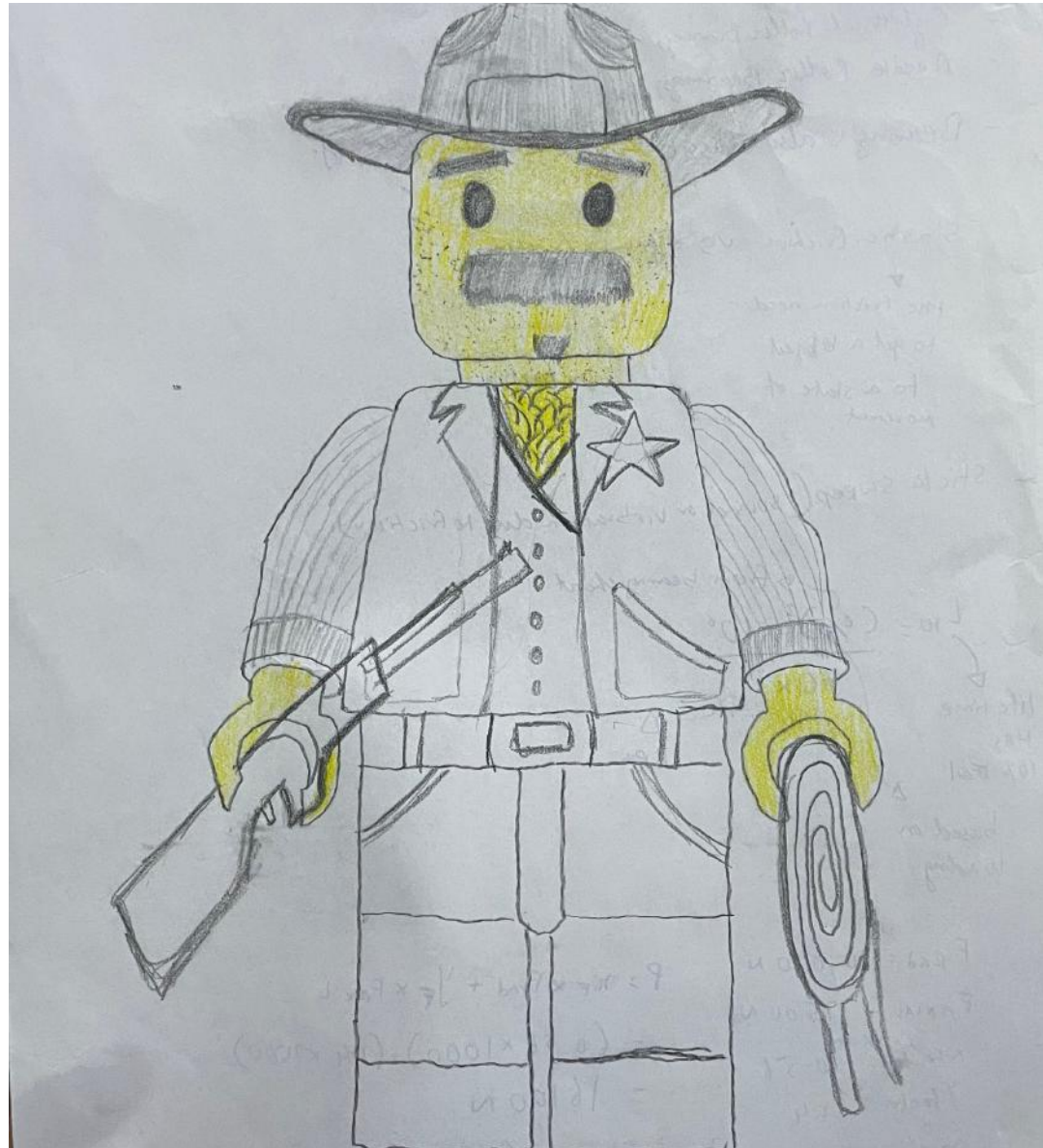
Software/Equipment Used

3D printing, Fusion 360, 3D Scanning, Vacuum Forming, Power Tools.

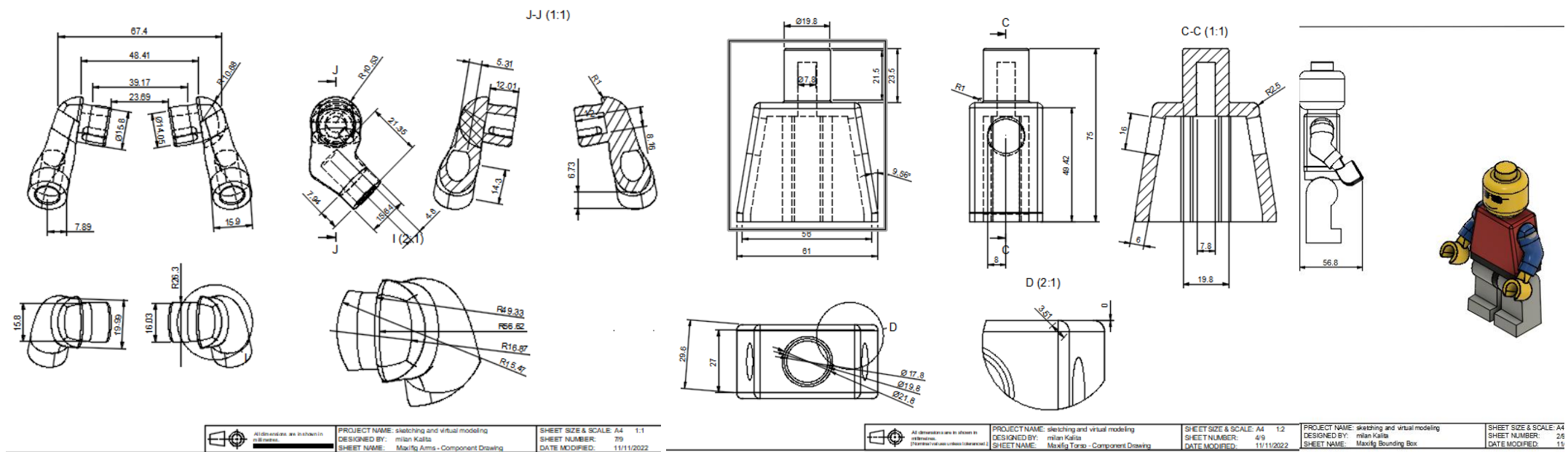
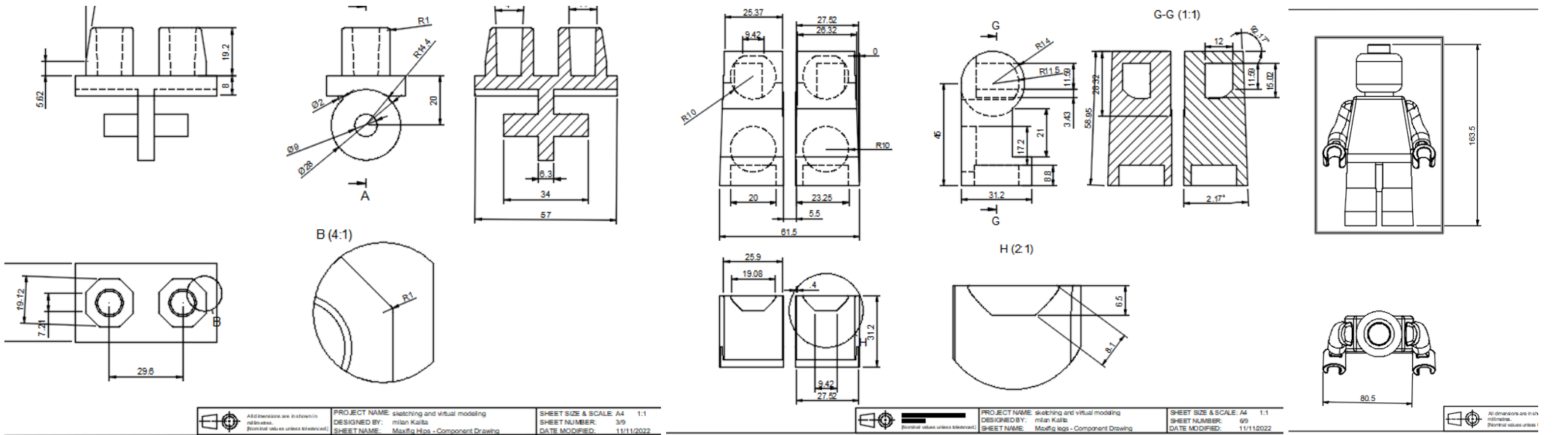
Ideation.

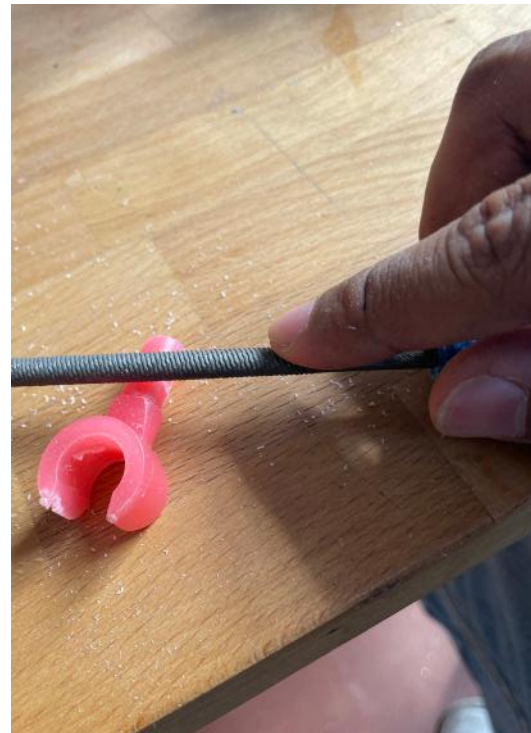
Summary.

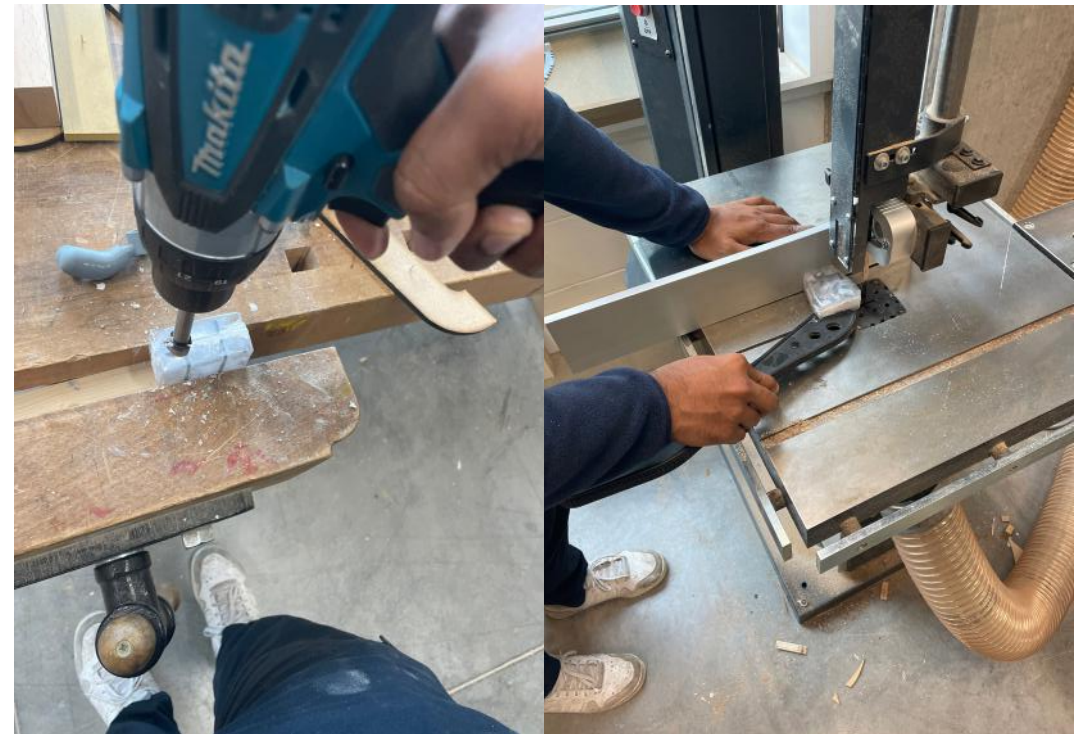
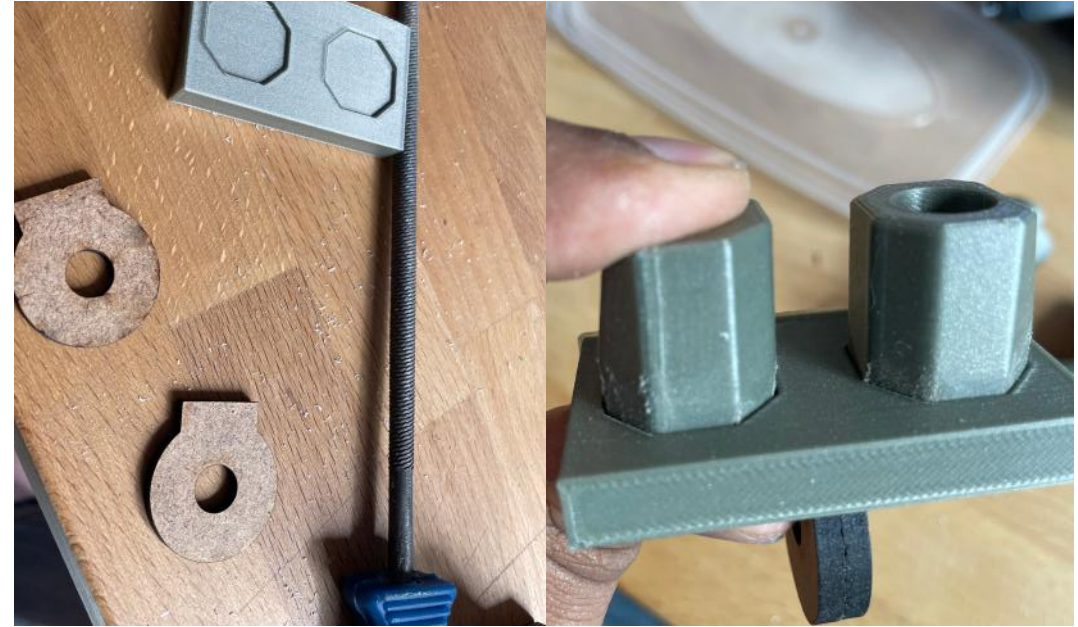
The starting point involved understanding the anatomy and proportions of a classic LEGO Minifigure. I evaluated its form, construction, and how scaling it up would affect balance, assembly and construction.



Design & Development.











THE MOON CHAIR.



Overview.

Project Goal.

This project was a team-based challenge undertaken during my first year of university. Our objective was to design and build a flat-pack seating solution that was easy to assemble and simple to transport or move.

Summary.

Working as the team lead, I coordinated with three other peers to explore ideas around outdoor and relaxation-based furniture. The outcome was The Moon Chair – a reclining rocking chair, inspired by natural arcs and lunar forms, designed specifically for garden or patio use. The form allows gentle motion while supporting for ergonomic posture. The design breaks down into flat, interlocking components for easy transport and storage.

Applied Skills

User Research, Team Work, Prototyping, Design Testing

Project Type

Year 1 Team Design Project, 2.5 Months.

Software/Equipment Used

SolidWorks, Laser Machine, MDF

Research.



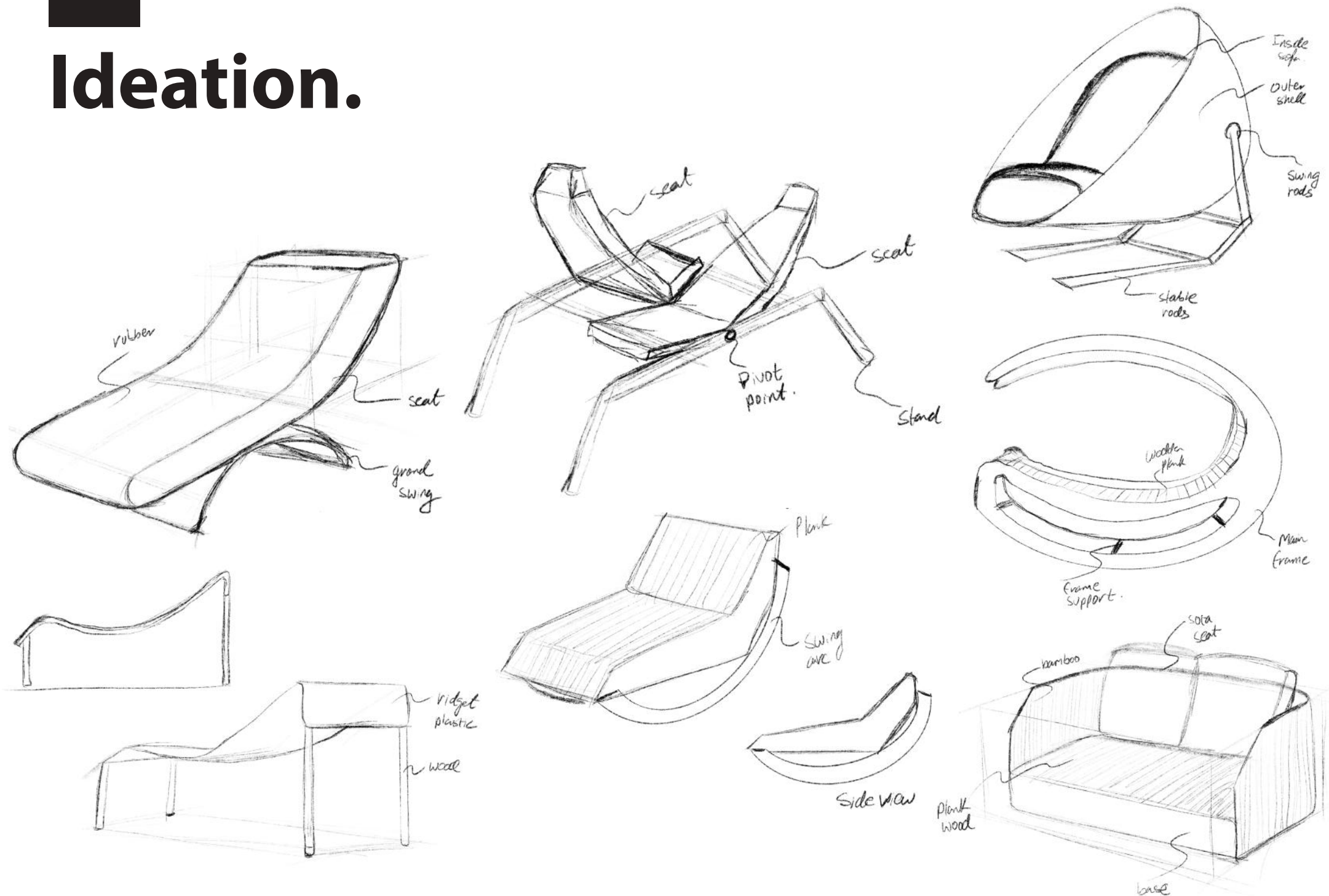
Summary.

To understand the needs for flexible outdoor seating, we explored current market solutions, materials and user expectations. Key findings included the importance of:

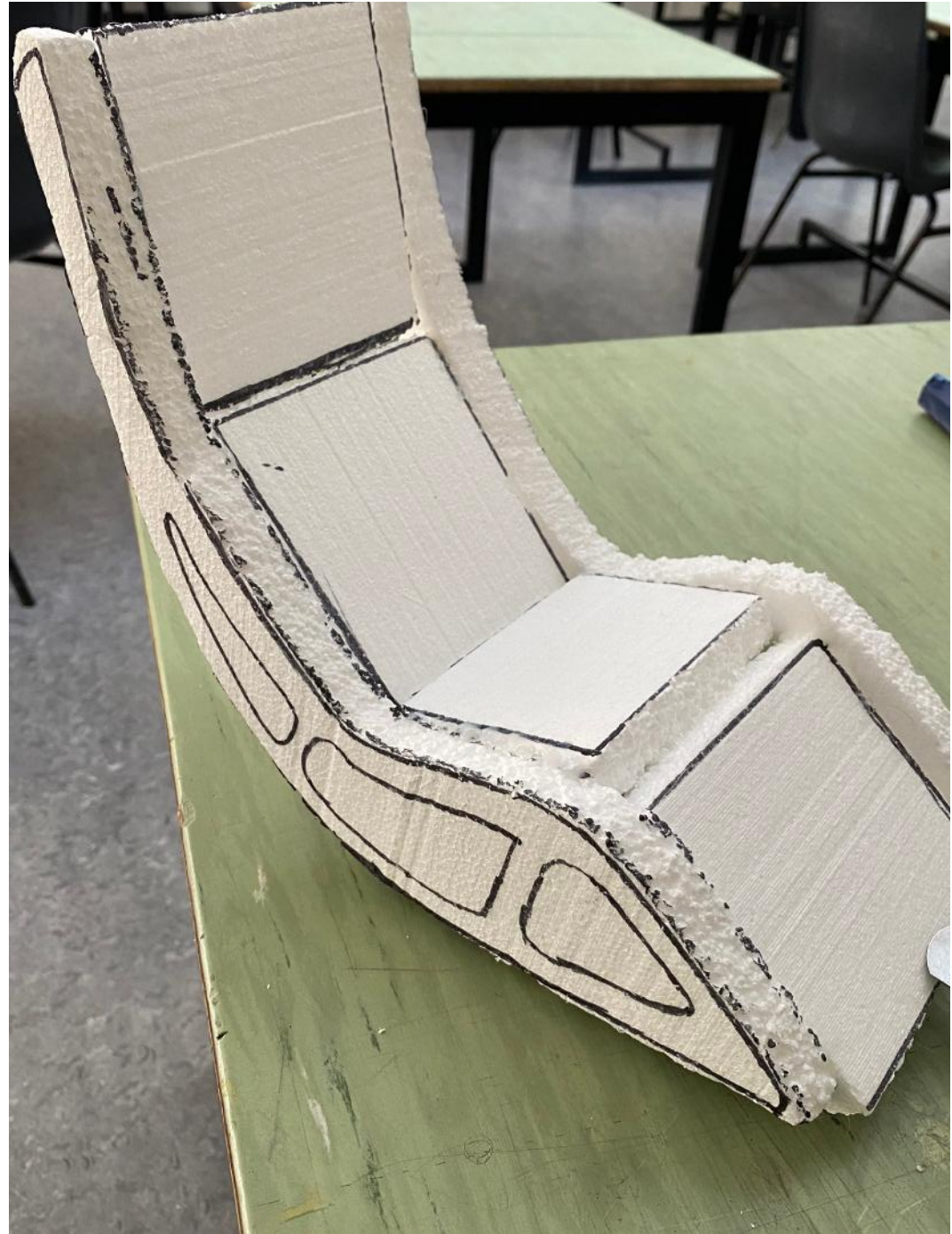
- Weather resistance
- Ergonomic comfort
- Easy storage and transport

We also studied flat-pack construction principles and traditional rocking chair ergonomics to influence the final form and function.

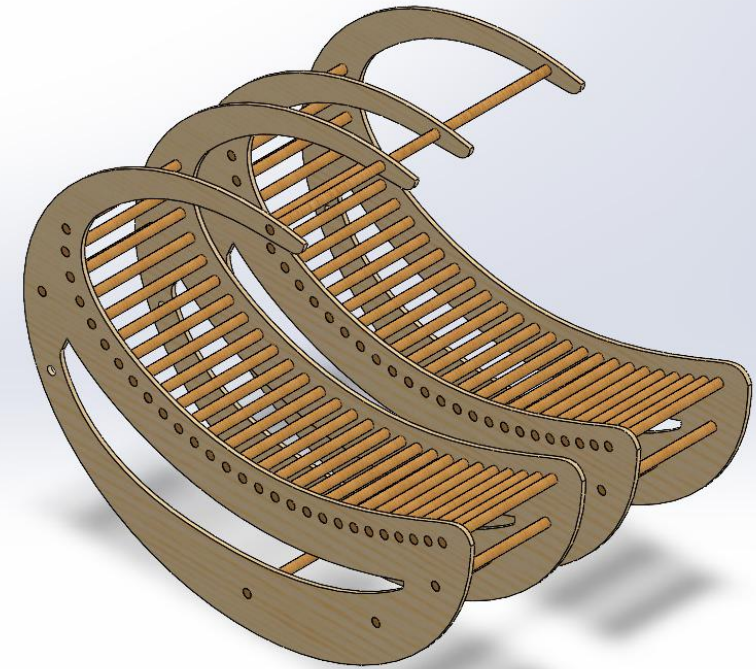
Ideation.

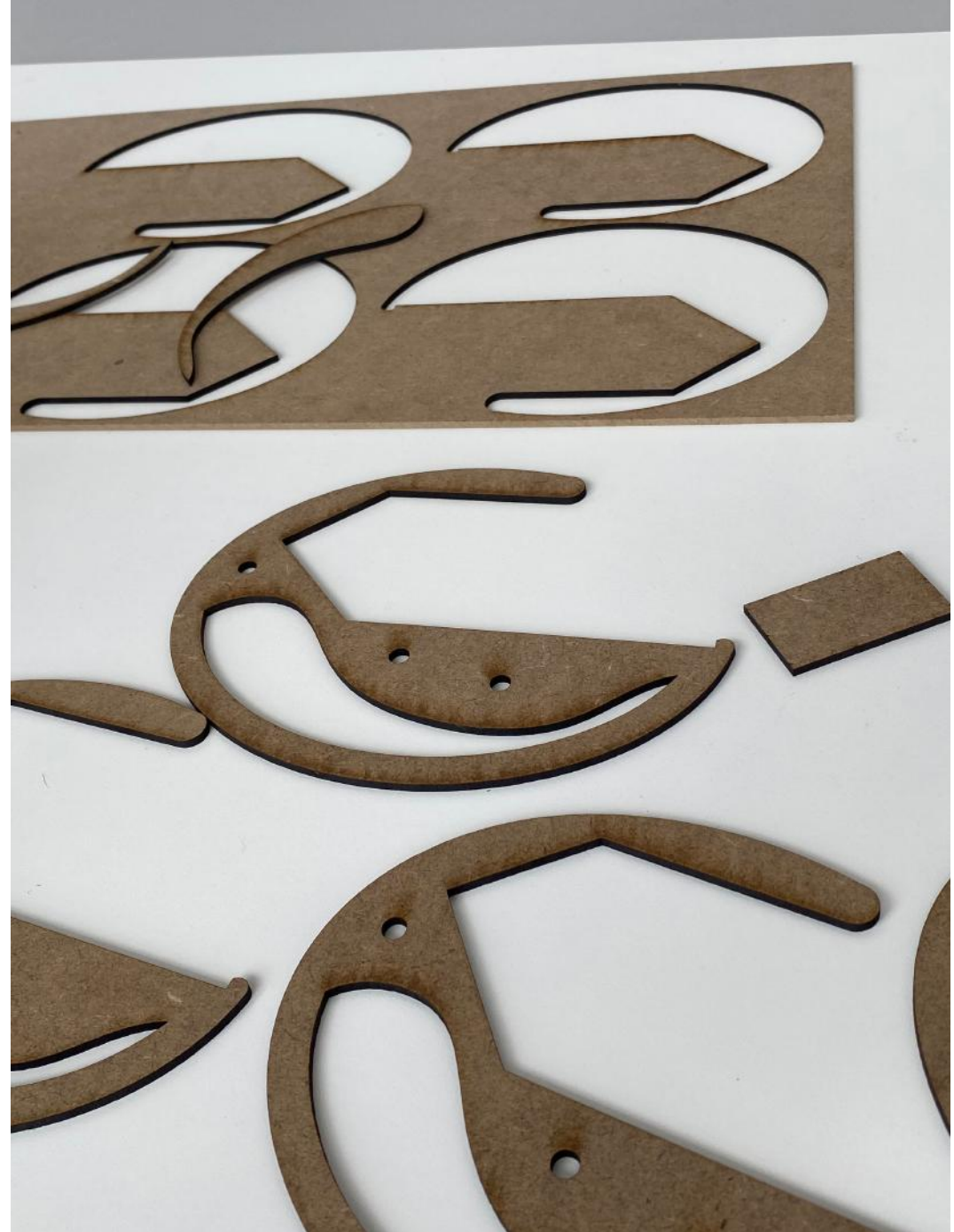






Design & Development.









UX/UI App Design.

Overview.

Project Goal.

The goal of this project was to design a city tour guide app that enhances the travel experience by providing tourists with accurate, accessible, and personalized information while supporting tour guides with visibility.

Summary.

My research showed that tourists expect seamless, personalized, and accessible experiences when exploring new cities. Key needs include intuitive navigation, accurate and up-to-date information, offline access, and multilingual support, while tour guides seek visibility, fair compensation, and marketing tools. Benchmarking apps like Uber and Airbnb highlighted the importance of simplicity, personalization, and real-time updates.

Applied Skills

User Testing, User Usability, Wire-framing.

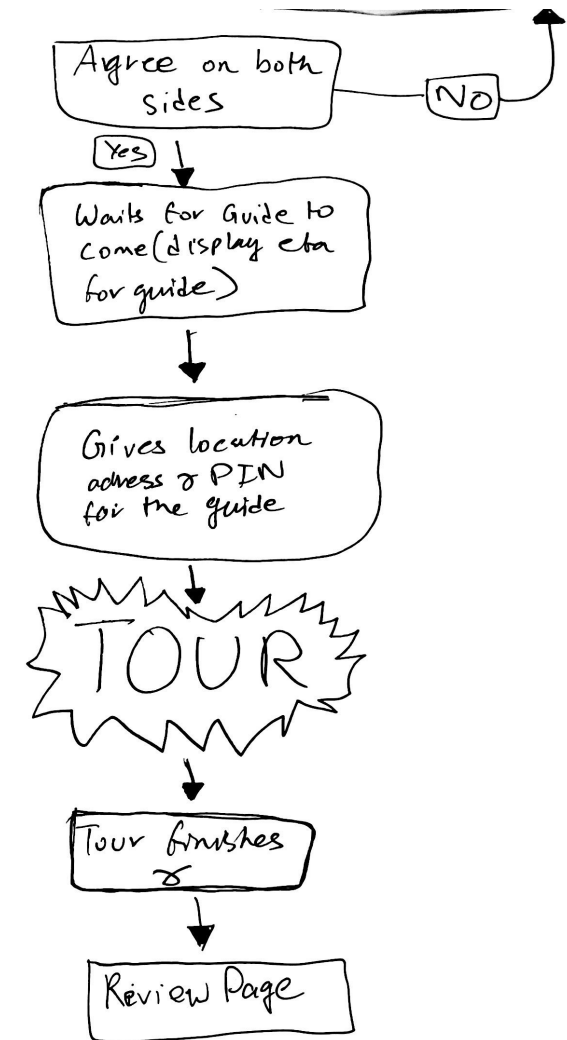
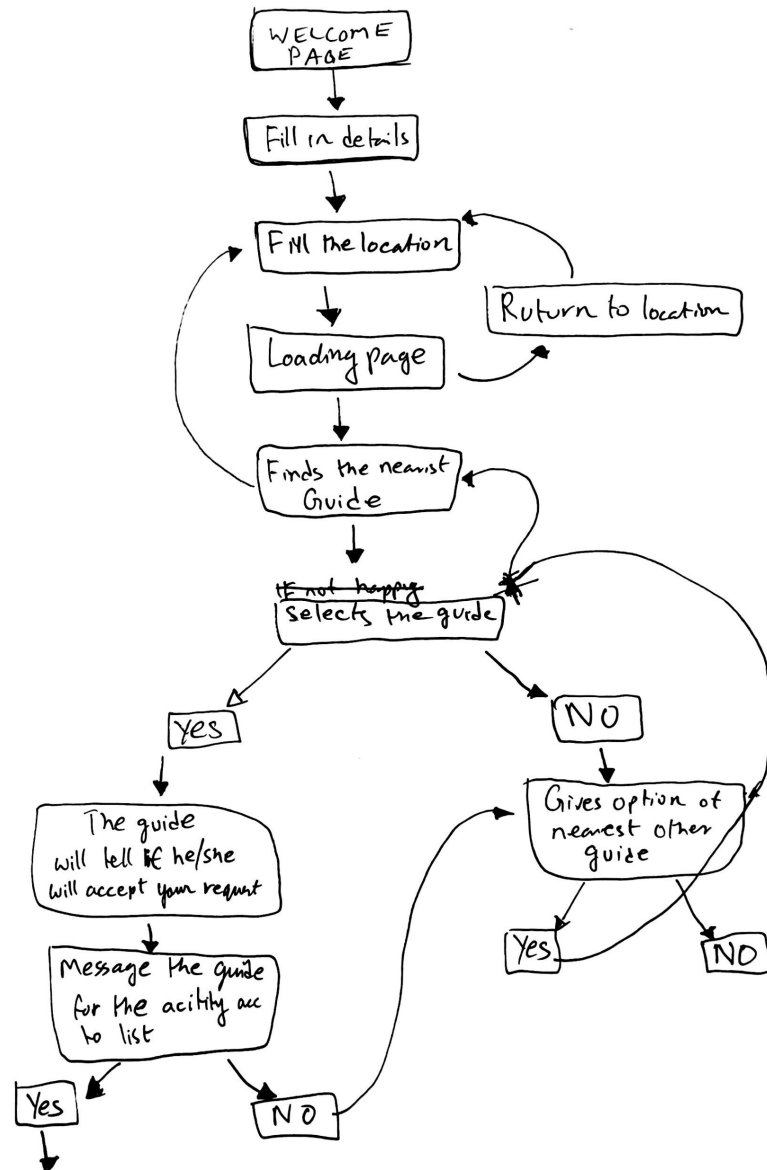
Project Type

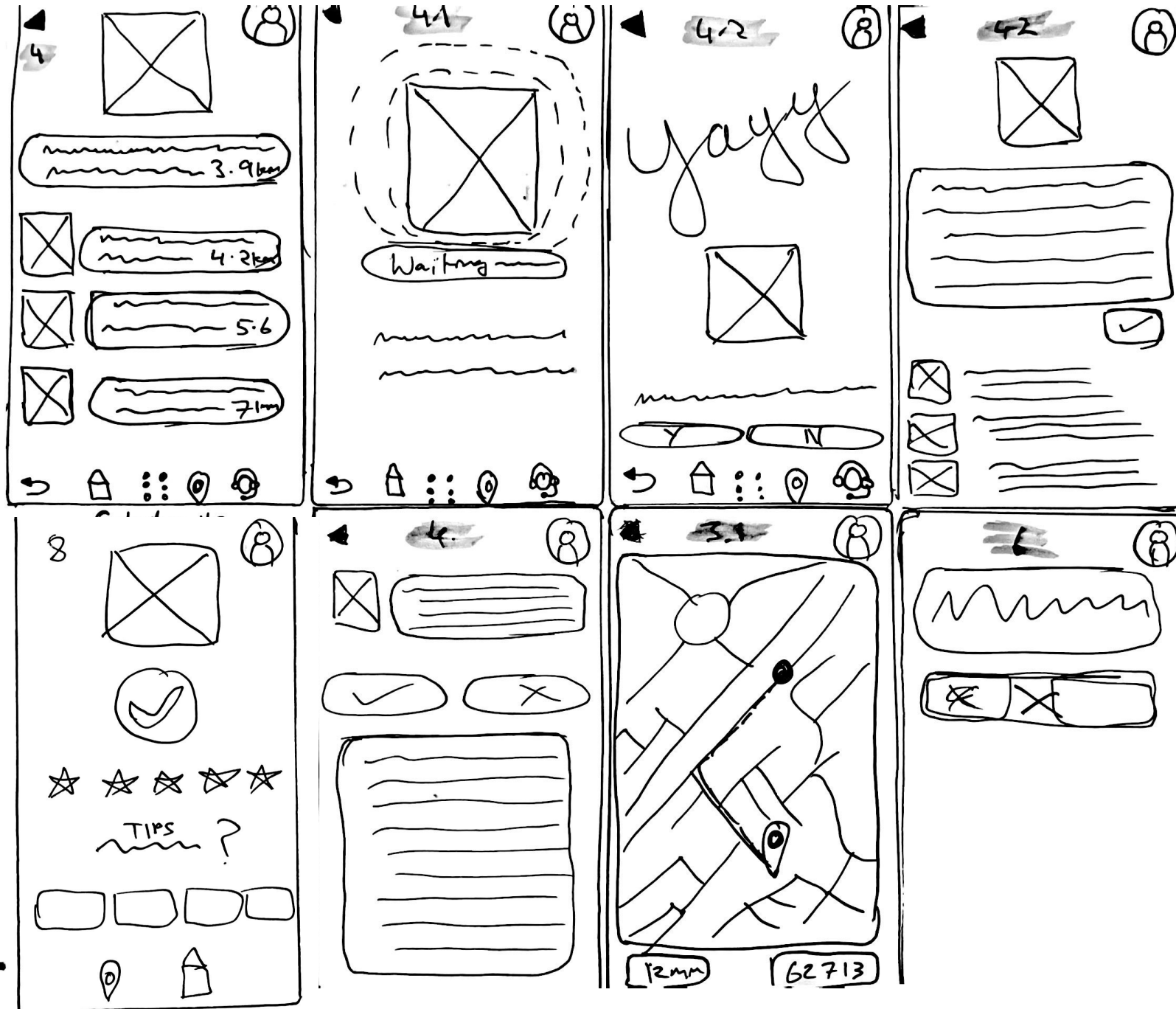
Individual Project

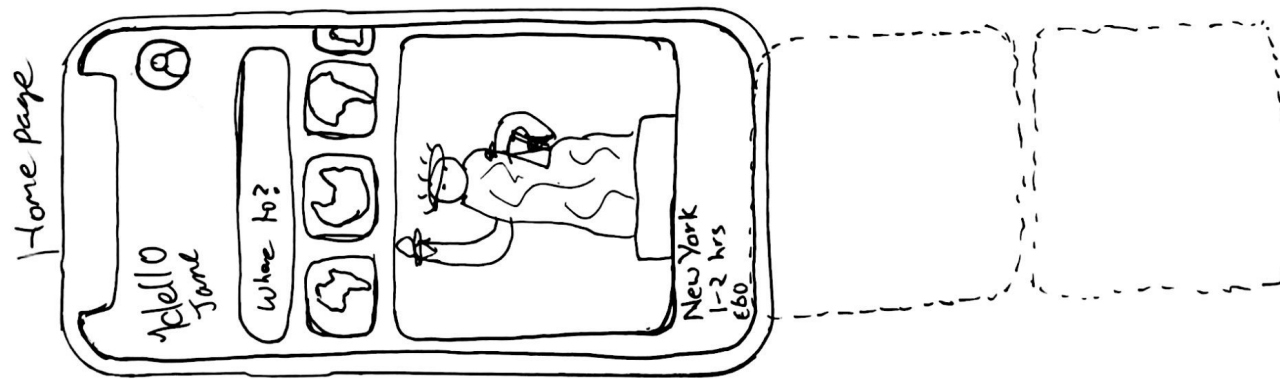
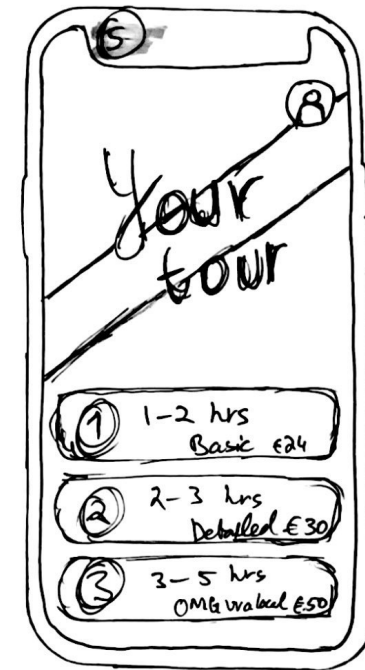
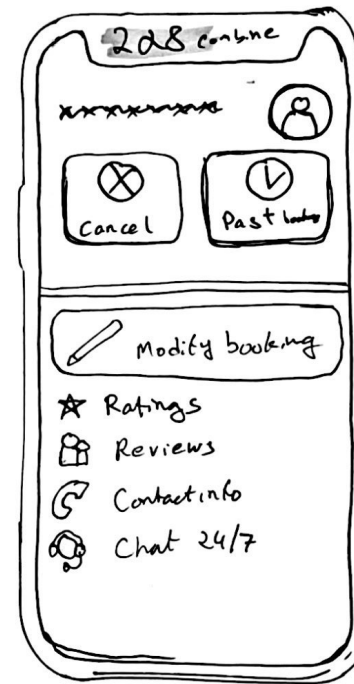
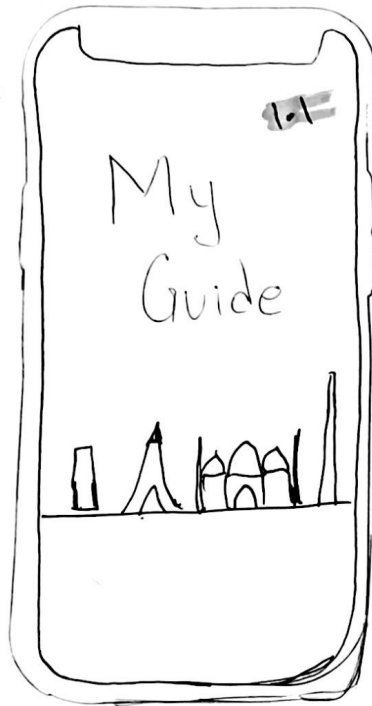
Software/Equipment Used

ProCreate, Figma, Indesign.

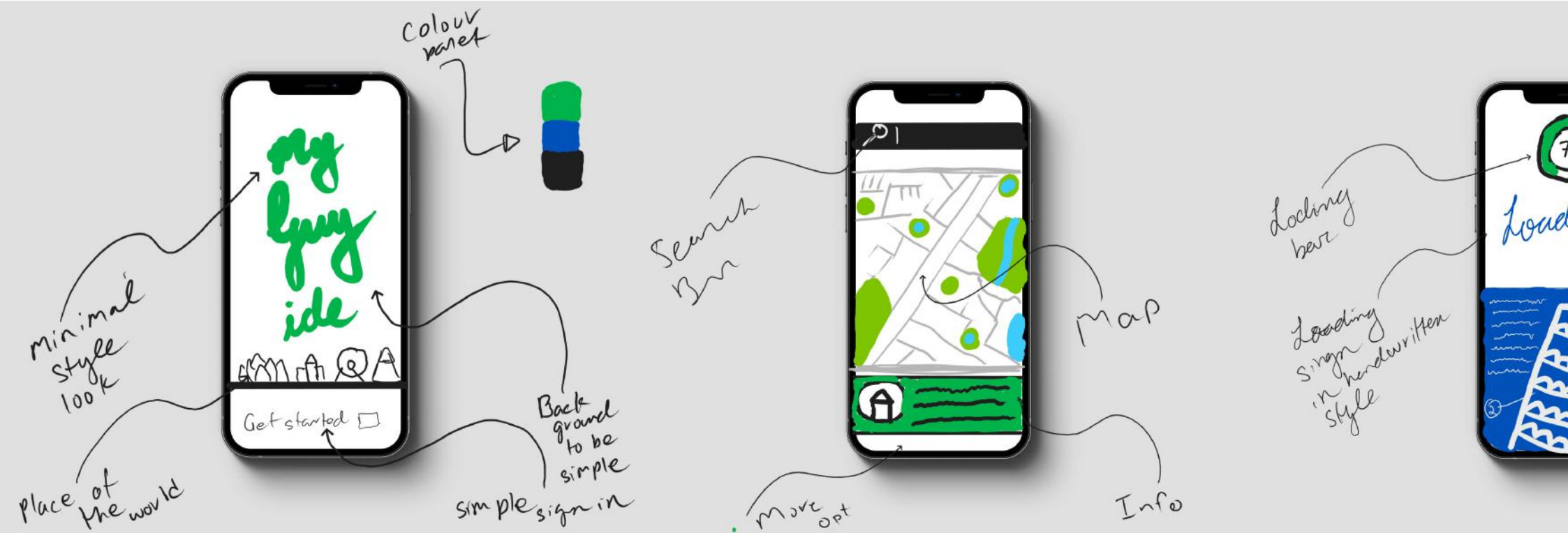
Ideation.

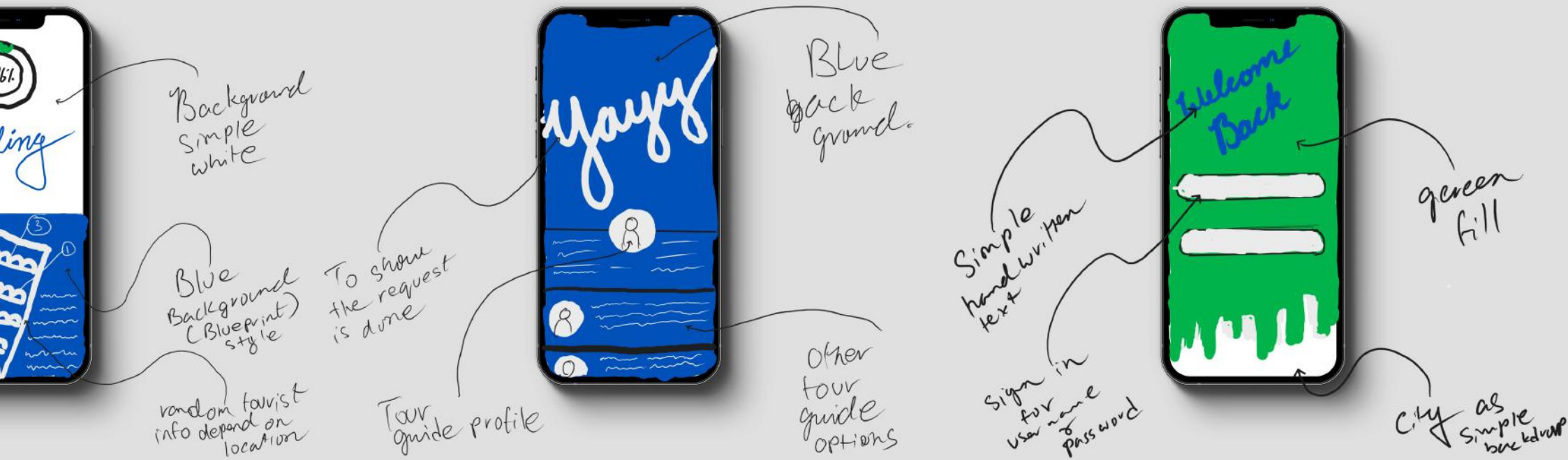




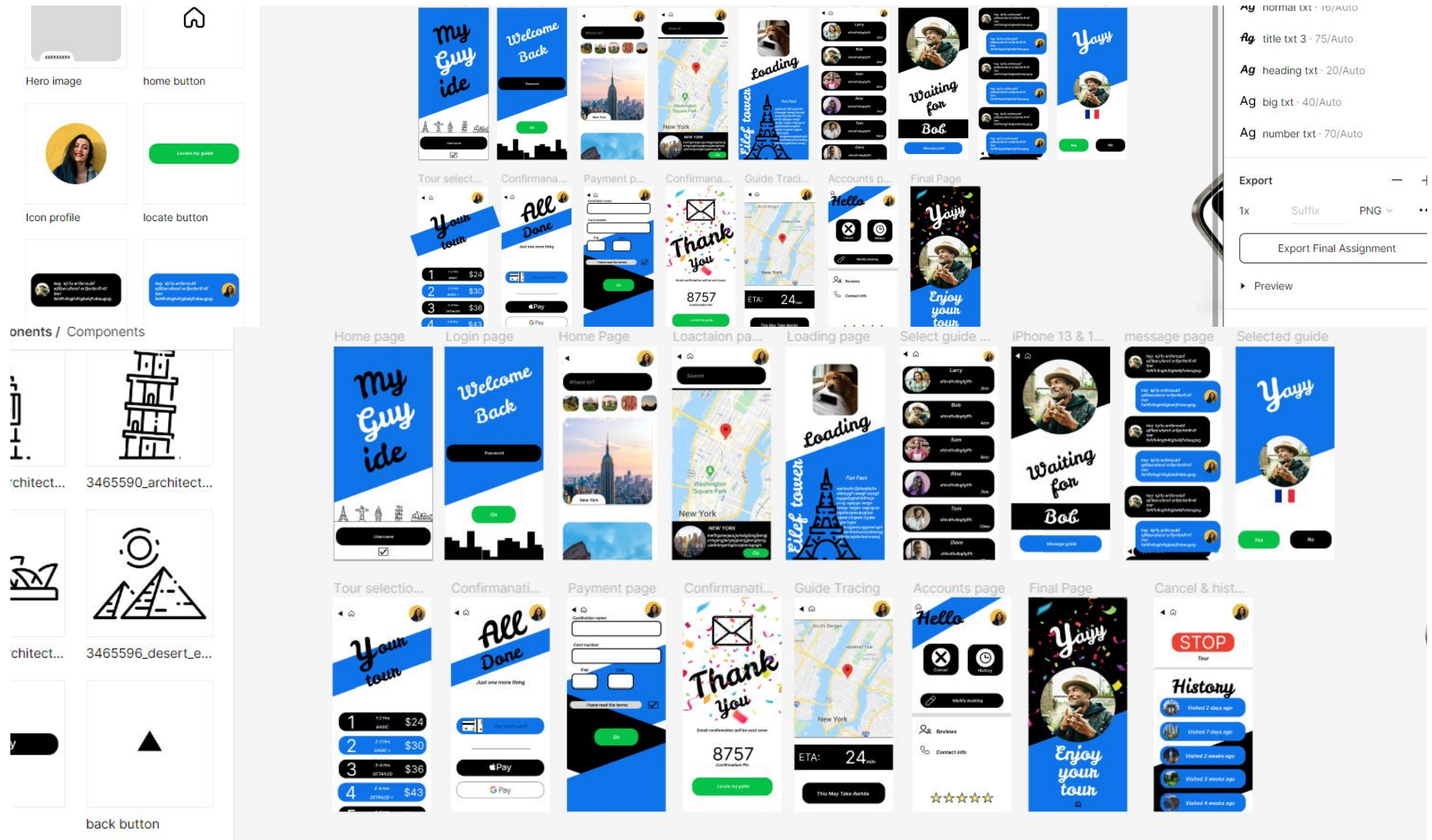


Final Wireframing.





Figma.



User Testing.





