Clara Andrezzo

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SUMMARY

An Industrial & Product Designer with 7+ years of experience in product development and parametric programming, working across the entire design process, from initial research to final delivery for manufacturing. Advanced proficiency in Rhinoceros 3D and Grasshopper, with a strong focus on technical design, fabrication, 3D printing prototyping, tolerance analysis and manufacturability optimization.

Master's degree in Design and Sustainability and during college awarded by MIT and Chevron for a project aimed at protecting sea turtles, developed in collaboration with Projeto Tamar in Brazil. Constantly exploring new technologies and trends, seeking creative and efficient solutions with an out-of-the-box mindset and a collaborative spirit.

SKILLS

CAD Modeling - Parametric Design - Computational Design - Prototyping - 3D Printing - DFM - Rendering - AI tools - Communication with clients and cross-functional teams

LANGUAGES

English (Advanced) and Portuguese (Native)

WORK EXPERIENCE

Oct 2025 - Present
AIX Creative | California, USA (Remote) **Creative Technologist**

I conduct research and concept development for creative projects using AI-driven tools such as **Vertex, Veo, Nanobanana and Midjourney**, developing experimental prototypes and visual explorations that integrate generative AI into product and storytelling workflows. I support multidisciplinary teams by translating conceptual ideas into visual assets, early prototypes, and clear design directions, while continuously exploring emerging technologies to enhance creativity, ideation, and rapid iteration in product development.

Fev 2023 - Jul 2025
Systemic Bio | Texas, USA (Remote) **Product & Computational Designer**

Worked on bioengineering projects focused on the development of 3D vascular models for hydrogel-based bioprinting, mimicking human tissue structures. Acted as a bridge between computational/ product design and manufacturing, developing automated tools that significantly improved team efficiency and prototype quality.**Key achievements:**

- Developed **600+ custom vascular prototypes** using parametric algorithms based on physiological laws, **reducing modeling time by 94%** (from up to 4 hours to just 15 minutes) and dramatically accelerating iteration between design, **CFD analysis** and biological testing.
- Created a DFM *(Design for Manufacturing)* script to adapt CAD models to hydrogel 3D printing constraints, **increasing print success rate** and fidelity **from 50% to 90%.**
- Automated design and technical drawing and documentation workflows, reducing manual rework and human error by **80%**, ensuring consistent and ready-to-print blueprints.
- **Co-inventor on a U.S. patent** for biomimetic vascular systems for pharmaceutical applications: US20250101358A1

Oct 2021 - Fev 2022 / Aug 2022 – Apr 2023
STLFLIX | Joinville, Brazil (Remote) **Computational Designer**

Joined the company at its inception, prior to the platform's public launch, and played a key role in its growth from zero to 1,000+ subscribers by creating visually engaging and customizable 3D products for its catalog. Led the design and implementation of parametric products in a fast-paced environment, consistently delivering 1–2 new models per week optimized for 3D printing and real-time web customization. *Key responsibilities:*

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- Designed and **launched 30+ original customizable products using Grasshopper and Rhino 3D**, each capable of generating thousands of unique variations.

- Created fully parametric models and integrated them with the **ShapeDiver web platform,** enabling end-users to customize designs interactively in the browser.

- Worked closely with the trends and creative team to translate market analysis insights into adaptive, manufacturable product concepts

Fev 2021 – Sep 2022
Probe | Joinville, Brazil (Remote) **Product Designer**

Led the end-to-end development of pet products, accessories, toys, and packaging for Petlove, Brazil's largest digital store for pets. Acted from research and concept ideation to CAD modeling, material selection, and presentation delivery. Created 150+ licensed products integrating the visual identity of global and local brands, with nationwide sales through e-commerce and physical retail.

Key achievements include the NBA x Petlove collaboration, where was designed over 100 pet products including collars, feeders, harnesses, and toys featuring 4 major franchises (Lakers, Bulls, Warriors, Celtic) and the NBA brand. All products were developed for manufacturing in China and sold through Petlove's online store and 18 official NBA Stores across Brazil.

Oct 2021 – Dec 2021
Univille | Joinville, Brazil **Academic Internship - Rhino 3D Classes**

Led a 3D Modeling course for a class of 8 undergraduates and offered an academic introduction to 3D Modeling. Responsible for both familiarizing the learners with Rhinoceros software and assisting them with rendering in KeyShot. Provided individual guidance and tailored suggestions and demonstrated to them how to improve their 3D design renders which, in turn, boosted their confidence and overall performance with 3D CAD techniques.

Aug 2019 – Fev 2021
Design Inverso | Joinville, Brazil **Industrial Designer**

Worked on cross-industry product development projects, contributing from early-stage research to final concept delivery. Led complete design cycles with autonomy, applying a strong aesthetic sense and strategic thinking to deliver innovative, technically feasible solutions.

Contributed to 4 major product design projects across different industry sectors in Brazil: consumer goods and hygiene, home appliances, plastic packaging, and retail. Worked across the full design process in different projects, from trend research and CMF strategy to 3D modeling in Rhino and SolidWorks, and rendering with KeyShot and Blender. Delivered client presentations through visual storytelling while ensuring designs were aligned with manufacturing requirements.

Aug 2018 – Jul 2019
Pronto 3D | Florianópolis, Brazil **Digital Fabrication Technician**

Worked at a digital fabrication laboratory (FabLab), operating equipment for 3D printing (FDM) and laser cutting while supporting external users in the rapid prototyping and execution of their projects. In parallel, developed an independent project aimed at **sea turtle conservation**, using **3D printing as a tool for education and environmental awareness**. This initiative received **international recognition** with the **Chevron STEM Education Award 2019**, granted by Chevron in partnership with the **FAB Foundation and MIT**.

EDUCATION

Master's Degree in Design and Sustainability
Mar 2020 - Aug 2022
University of the Region of Joinville (Univille) – Brazil
B.A. in Industrial Design
Aug 2013 - Aug 2019
Federal University of Santa Catarina (UFSC) – Brazil