

Shamil Rahman

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Latest Project: [Working prototype](#) [Creative pipeline](#) | [Website](#) | [Linkedin](#)

Professional Summary

Multidisciplinary Product Designer with nearly 6 years of experience designing digital products, brands, and user experiences at the intersection of design, AI, and engineering. Currently at Wipro PARI | Smart Robotics Lab, I design Digital Twin solutions using NVIDIA Isaac Sim, combining product design, UX, branding, and technical problem-solving to build intuitive experiences for complex industrial systems.

Passionate about turning ideas into working products through rapid prototyping, AI-assisted development, and vibe coding. Experienced in collaborating with cross-functional teams to translate complex technical challenges into scalable, user-centered design solutions.

Core Skills

- Product Design & UX: Product Design, UI/UX, Design Systems, Website Design, User-Centered Design
- AI-Assisted Development: Claude, VS Code, Vibe Coding, Rapid Prototyping, Multimodal Content Creation (Text, Image, Video & Audio)
- Generative AI Tooling: Claude, ChatGPT, Gemini, v0, Flux, ComfyUI, Veo, Runway, Figma Make, Firefly
- Digital Twin & Simulation: NVIDIA Isaac Sim, NVIDIA Omniverse
- Brand & Visual Design: Brand Identity, Visual Communication
- Design Tools: Figma, Adobe Creative Suite, Canva
- 3D & Interactive Design: Blender, Substance Painter, Spline, Adobe Dimension
- Collaboration & Strategy: Cross-functional Collaboration, Design Thinking, Technical Communication, Visual Storytelling

Professional Experience

Lead Simulation Product Designer

Wipro PARI | Smart Robotics Lab

Sept 2025 – Present

- Built AI-native product prototypes using Claude, Figma, Blender, and NVIDIA Isaac Sim, taking concepts from brief to functional simulation.
- Designed reusable creative and product workflows, combining AI-assisted development, digital asset creation, prototyping, and production rather than one-off artefacts.
- Architected scalable USD-based pipelines connecting 3D asset creation, transformation, and simulation into reusable Digital Twin workflows.
- Lead a team of 3 designers and manage the Smart Robotics Lab brand, driving creative direction, visual identity, and marketing communication.
- Create optimized 3D digital assets and simulation experiences for industrial automation using Blender and NVIDIA Isaac Sim.
- Collaborate with robotics engineers and developers to translate technically complex systems into accessible digital experiences and working prototypes.

Lead Brand Designer

Wipro PARI | Linecraft AI

July 2024 – Sept 2025

- Led the Linecraft AI brand, developing a cohesive visual identity across marketing, digital, print, and event experiences, contributing to a 25% increase in brand recognition. [click here](#)
- Built multimodal AI-assisted creative workflows across text, image, video, and audio using tools including Claude, GPT, Gemini, Flux, Veo, Runway, ComfyUI, and v0. [click here](#)
- Created repeatable creative workflows for concept development, campaign assets, and branded content, moving beyond one-off generation.
- Led and collaborated with technical and business teams to translate complex LLM and manufacturing concepts into clear, engaging visual communication.

Visual Designer

Freelance

Jan 2024 – July 2024

- Specialize in branding, UI/UX, and interactive 3D design.
- Developed comprehensive branding strategies and visual identities for various clients.
- Designed user interfaces for web and mobile applications, enhancing user experience.

Associate Visual Designer

HoloWorld

May 2022 – Nov 2023

- Worked on UI/UX design for AR and VR applications and designed interfaces for robotics applications.
- Developed and designed applications for use with motion capture suits.
- Collaborated closely with product designers and the marketing department for product marketing.
- Worked on multiple campaigns, developed landing pages, created brochures, and other marketing materials.
- Pitched ideas for a Kickstarter campaign, contributing to the successful launch of several projects.

Lead Graphic Designer

Digitalbuddha

May 2021 – Nov 2022

- Worked on UI/UX design for AR and VR applications and designed interfaces for robotics applications.
- Developed and designed applications for use with motion capture suits.
- Collaborated closely with product designers and the marketing department for product marketing.
- Worked on multiple campaigns, developed landing pages, created brochures, and other marketing materials.
- Pitched ideas for a Kickstarter campaign, contributing to the successful launch of several projects.

Yara Communication

Internship - Junior Designer

May 2021 – Nov 2022

- Worked on UI/UX design for AR and VR applications and designed interfaces for robotics applications.
- Developed and designed applications for use with motion capture suits.
- Collaborated closely with product designers and the marketing department for product marketing.
- Worked on multiple campaigns, developed landing pages, created brochures, and other marketing materials.
- Pitched ideas for a Kickstarter campaign, contributing to the successful launch of several projects.

Education

National Institute of Fashion Technology, India-Kannur

2017 – 2021

- B-Des (Bachelor of Design), Visual Communication Design
- Coursework included:
- Design Fundamentals, Digital Methods (Adobe Suite), Fashion Styling, Visual Merchandising, Typography, Branding, and Communication Theories.
- Developed skills in researching, creativity, innovation, and aesthetic sense critical for the Media industry.

Shantiniketan Indian School, Doha-Qatar

2003-2017

High School Diploma, Science

Recommendations

You can view testimonials from colleagues here: [LinkedIn Recommendations](#)