

Narayan Ashanahalli

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Professional Summary: Product designer with architecture background bringing systems thinking to building products and interactions. Skilled in visual design, research, and iterative design with 2+ years experience building products, developing strategies, and leading small teams through prototyping and iteration.

EDUCATION

Carnegie Mellon University

Master of Advanced Architectural Design

Pittsburgh, PA

Aug 2024 – May 2026

Relevant Coursework: Designing AI Products, AI Augmented Designer, Introduction to Deep Learning, Building User-Centered Sensing Systems, Spatial Interaction Design, Customer Discovery for Tech Innovation

JNAFA University

Bachelor of Architecture

Hyderabad, IN

Sept 2018 – July 2023

WORK EXPERIENCE

Design Researcher

[Dec 2024 – May 2026]

Carnegie Mellon University | Lab 4 Cybernetics

- Lead research assistant for newly established cybernetics lab: manage 3-person RA team, coordinate lab operations, and own product development for knowledge systems and matching tools serving 50+ practitioners and students.
- Implemented practitioner-student matching platform from intake flows to search interface; validated through testing with 25 early adopters across 3 departments.
- Launched knowledge management system converting 200+ nodes of cybernetics literature into structured repository with obsidian metadata architecture enabling concept navigation and search.

Project Designer

[Aug 2023 – July 2024]

Studio Chintala | Bangalore, India

- Led design strategy for Amara Raja's 7.5M sqft manufacturing campus: ran on-site employee research and developed spatial analysis methodology for first-time rural workforce needs.
- Analyzed industrial urbanism trends and existing conditions across five spatial systems: circulation, green infrastructure, wayfinding, workplace zones, and utilities.
- Proposed 4-phase implementation plan with cost-tiered solutions balancing employee well-being and operational constraints, starting with a \$10,000 Phase 1 pilot.
- Produced environmental graphics for Shell Corporation: executed 8'x8' interactive wayfinding installation and 400+ sqft of laser-cut acrylic branding across 6 employee break-rooms, serving 200+ daily users.

Architecture Intern

[Jun 2021 – Dec 2021]

M9 Design Studio | Bangalore, India

- Delivered environmental graphics and produced architectural documentation for an award-winning memorial project; drawings featured in Emergent Practices in South Asia (Harvard GSD publication).

Machine Learning Intern

[Aug 2020 – Dec 2020]

Uniworks Design | Hyderabad, India

- Constructed training dataset for ArP-Gen GAN model: annotated and validated 2,000+ architectural floor plans with spatial feature labels.

SELECTED PROJECT

[Dot Threads](#) | Browser Extension for Knowledge Management

- Designed and shipped browser extension exploring spatial approaches to knowledge management, currently live on Chrome Web Store with +10 active users.
- Shipped 4 click workflow and graph-based canvas for organizing web links by context and relationships.

[Piko](#) | Context-Aware Wearable Assistant

- Developed a wearable system to detect phone usage with 91% accuracy and deliver behavior-based audio feedback.
- Prototyped a feedback system for CV pipeline detecting 6 gesture types and 3 posture cues using Raspberry Pi; contributed to real-time audio response logic adapting to user attention patterns and environmental context.

[In Search of Third Place](#) - | Undergraduate Thesis

- Conducted user research with 200+ IT park workers using QR-based surveys to identify leisure space needs, analyzing 800+ data points across categories including greenery, affordability, and accessibility.
- Designed spatial interventions based on findings: integrating libraries, social zones, and outdoor gardens to address demand for third places.

SKILLS

Design: User Research, Product Strategy, Interaction Design, Information Architecture, Prototyping, Wireframing, Visual Design, Systems Thinking, Project Management, Data Visualization, Survey Design, Product Ownership

Tools: Figma, Adobe Creative Suite, Framer, Sketch, Rhino 3D

Technical: HTML/CSS/JavaScript, React, TypeScript, Python, GitHub, AI-Assisted Prototyping