

Sofia Grytsenko

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EDUCATION

M.F.A. IN PRODUCT DESIGN

05/2026

School of Visual Arts

New York, NY

Thesis: Designing playful products and experiences that foster joy, connection, and community

B.S. IN HUMAN CENTERED COMPUTING

05/2023

Rochester Institute of Technology

Rochester, NY

WORK EXPERIENCE

Freelance Product Designer

06/2026 - present

JT Rose

New York, NY

- Develop original furniture designs that reflect JT Rose's design philosophy and aesthetic.
- Developed concept sketches, 3D visualizations, physical prototypes, and presentation boards to communicate form, interaction, and play experience.
- Collaborate with product development, sales, and overseas factories to refine materials, dimensions, construction, cost, and manufacturing feasibility while maintaining design intent.

QA/UX Analyst

09/2023 - 09/2024

Continual Care Solutions

Rochester, NY

- Led the development of new features based on business requirements with the Engineering and Business teams
- Established QA and UX best practices through structured testing, heuristic evaluation, and iterative refinement, improving product quality and consistency across releases
- Built and maintained a full design library including dashboards, icon systems, and newsletter components, establishing scalable UI patterns across the product

PROJECTS

Lil' Lookers

09/2025 - present

- Founded and developed a playful eyewear-accessory brand featuring interchangeable charms designed to attach to glasses, taking the concept from initial ideation through product design, branding, and launch.

HONORS & AWARDS

NYCxDesign - Utility of Joy, Featured Designer

05/2026

ICFF - Lost Wax, Featured Designer

05/2026

SKILLS

DESIGN TOOLS:

Adobe Photoshop, Illustrator, InDesign, Figma Make

WEB & UX DESIGN:

Figma, SquareSpace, Claude, HTML/CSS, JavaScript

BRANDING:

Design, Style Guides, Visual Identity Systems