LEDA REMMERT

Industrial Designer | Human-Centered Design | Fine Artist

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PROFESSIONAL SUMMARY

Industrial Designer and Fine Artist with experience designing physical products, digital concepts, and visual artwork. Skilled in product development, design research, prototyping, fabrication, ergonomics, and human-centered design. Experienced in applying user experience principles across physical products and digital projects. Background spans industrial design, fine arts, scenic fabrication, e-commerce, and creative entrepreneurship.

CORE EXPERTISE

Industrial Design: Product Development • Concept Generation • CAD Modeling • Prototyping • Human Factors • Ergonomics • Design Research • Materials & Manufacturing

Human-Centered Design: User Research • Human Factors • Ergonomics • User Flows • Interaction Design • Information Architecture • Prototyping • Usability Testing

Fine Art & Fabrication: Painting • Sculpture • Jewelry Design & Manufacturing • Fabrication • Visual Communication • Illustration • Graphic Art • Creative Concept Development

Digital Marketing & E-commerce: SEO • Etsy SEO • Content Strategy • Social Media Marketing • Pinterest Marketing • Instagram Marketing • Consumer Behavior Analysis • E-commerce Optimization

Software: Figma • Adobe Photoshop • Adobe Illustrator • Adobe InDesign • Adobe Firefly • SolidWorks • AutoCAD

PROFESSIONAL EXPERIENCE

Founder & Creative Director | Design Vine Studio | 2026-Present
- Build and launch an e-commerce brand focused on print-on-demand products, digital artwork, and original creative collections.
- Conduct consumer behavior research, market analysis, and trend forecasting to guide product development.
- Apply SEO strategies to product listings and digital content to improve discoverability and customer engagement.
- Develop brand identity, product concepts, visual assets, and marketing materials.
- Create and manage marketing content across Pinterest, Instagram, and emerging social platforms.
- Utilize AI-assisted tools and creative workflows to streamline design production and content creation.
- Integrate UX principles, customer journey thinking, and user research into e-commerce experiences.

Freelance Industrial Designer & Artist | Mona Leda | 2015 - Present
- Design physical products, digital concepts, and artistic works for independent projects and clients.
- Lead projects from concept development through prototyping, refinement, and final delivery.
- Create user flows, wireframes, prototypes, and interface concepts for digital projects using human-centered design principles developed through industrial design practice.
- Conduct user research, ergonomic studies, and usability evaluations to inform product decisions.
- Develop artwork across painting, sculpture, jewelry design, and mixed media.
- Translate research insights and creative concepts into functional, user-centered solutions.

Scenic Artist Intern | Universal Studios | 2008 - 2009
- Contributed to fabrication and scenic production for The Wizarding World of Harry Potter.
- Assisted with large-scale scenic painting, prop finishing, and themed-environment production.

Models & Computer Lab Assistant | Cleveland Institute of Art | 2006 - 2009
- Assisted students with prototyping techniques, fabrication processes, digital design tools, and production equipment.
- Supported design students in model making, CAD workflows, and large-format output.

EDUCATION

Bachelor of Science, Industrial Design
Cleveland Institute of Art

Bachelor of Arts, Fine Arts
Cleveland State University