Hello, I’m Amir.

A bit about me...

Versatile Industrial Design Engineer with expertise in design engineering, advanced CAD modeling, and design for manufacturing. Experienced in contributing to interdisciplinary teams, collaborative projects, and research-driven manufacturing initiatives. With close to five years of experience across advanced technology, engineering, and education, I bring a solid foundation in design practice and a strong willingness to learn from and grow alongside experienced professionals.

Interests

- Cars
- Gaming
- Psychology
- Offroad
- Hiking
- Human Behaviour

Software Skills

- SolidWorks
- PhotoShop
- AutoDesk Inventor
- Rhinoceros
- InDesign
- AutoCAD
- KeyShot
- Illustrator
- Fusion 360

Contact

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Sydney, Australia

My Professional life-time

Education

Bachelor of Industrial Design
University of Science and Technology
Full-time

2016-2021

Master of Organisational Psychology
Islamic Azad University
Part-time

2021-2023

Master of Strategic Design
University of Sydney
Full-time

2023-2024

Work

4/2020–6/2021

Fibreglass Modeller
Fibreglass Studio

7/2021–7/2023

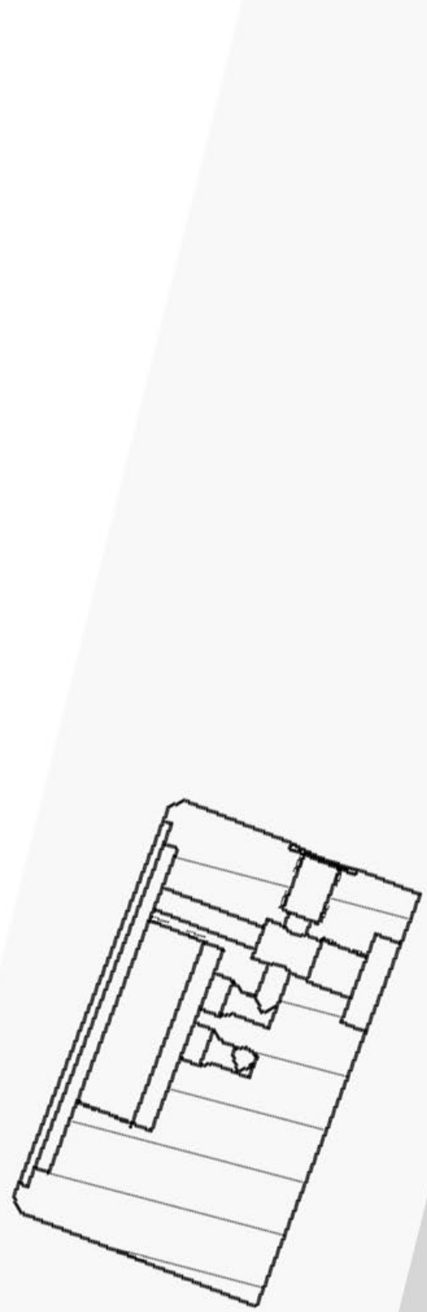
Industrial Design Engineering
Perlite (Volvo Trucks Projects)

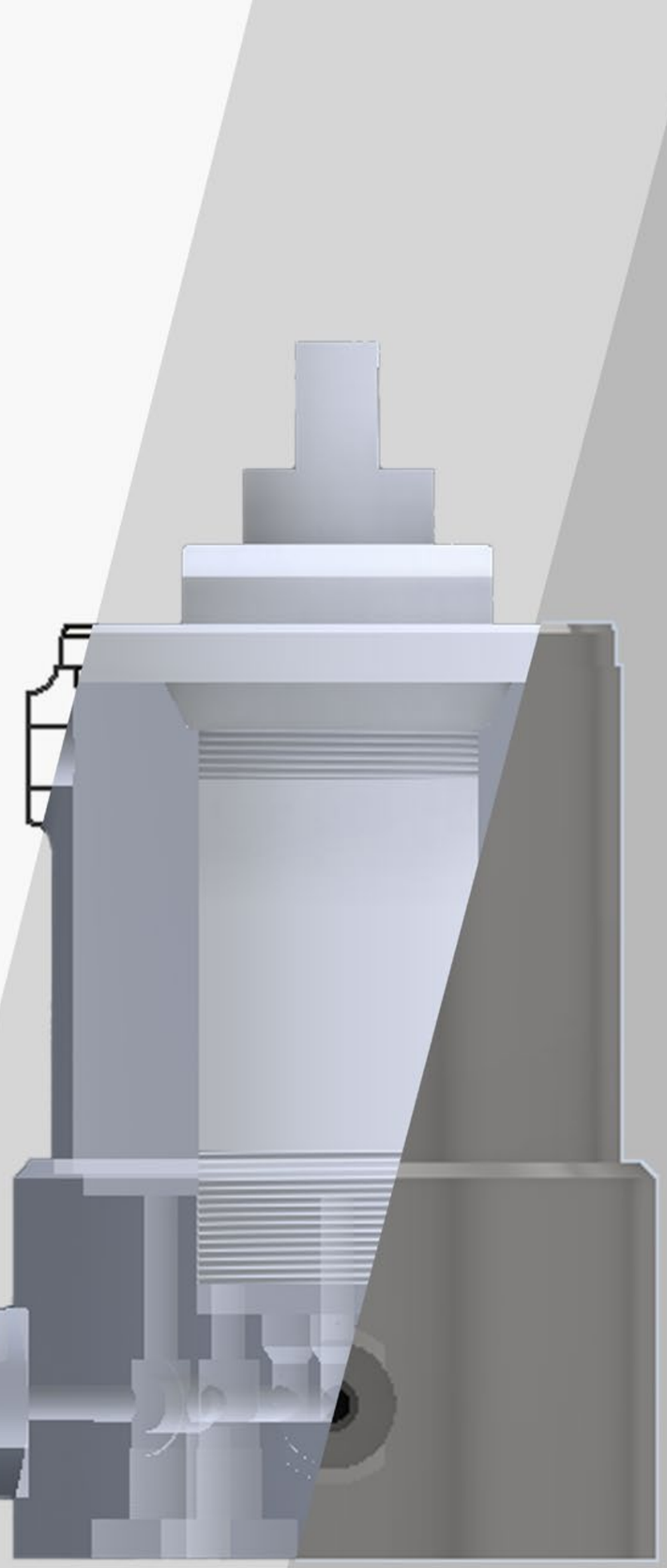
11/2023–Present

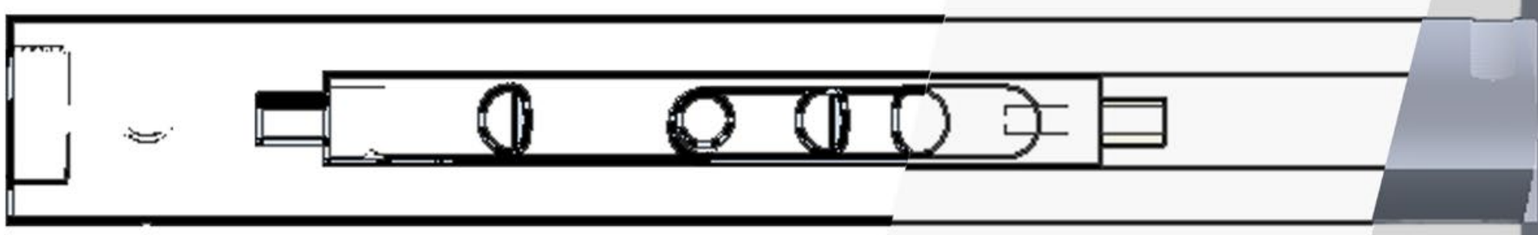
Workshop Technician
University of Sydney

Hydraulic Jack

Reverse engineered a hydraulic jack in service for 50 years





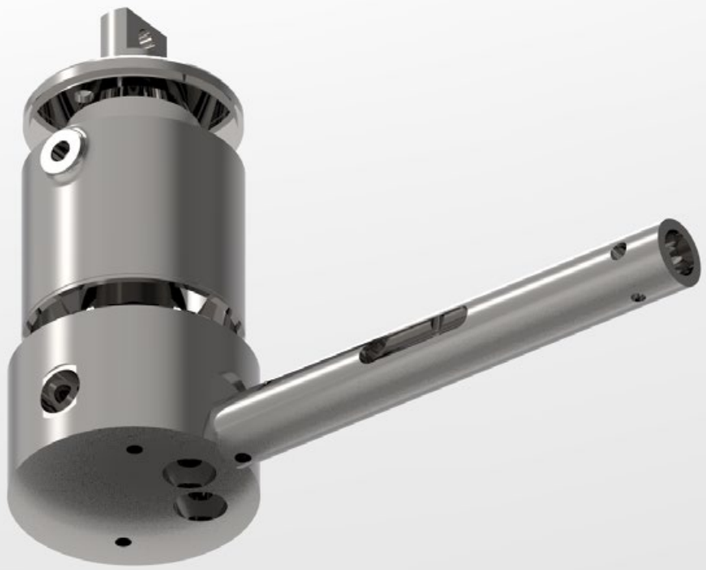


Sketch

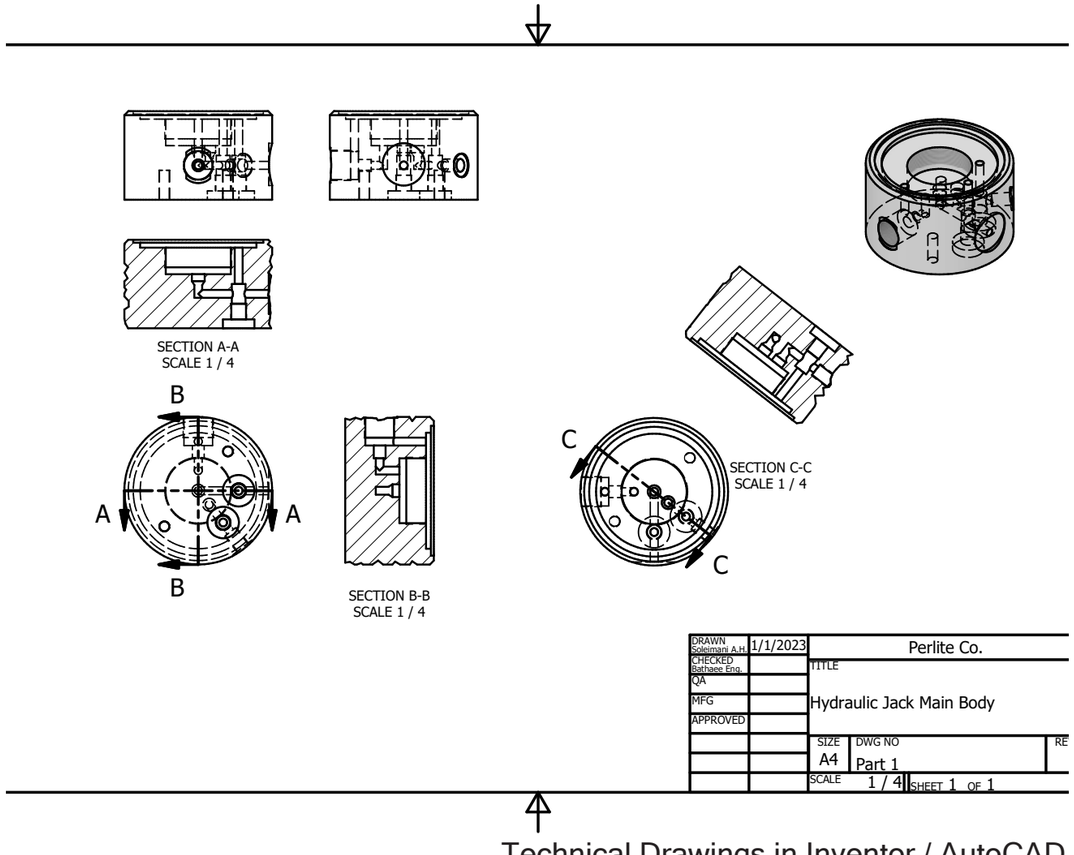
Technical Drawings
AutoCAD

3D Model
AutoDesk Inventor

Render
KeyShot



Exploded view in Inventor



Technical Drawings in Inventor / AutoCAD

Renders in Keyshot Vs. The measured object

Detailed 3D model

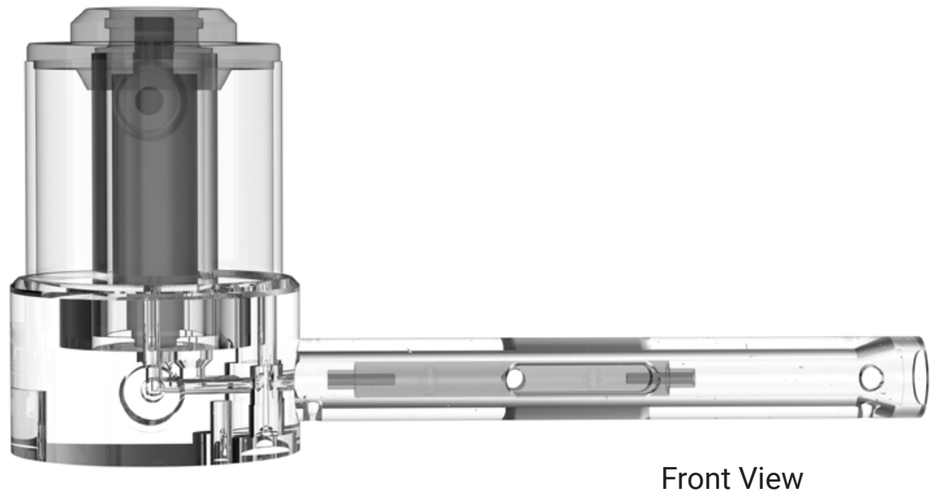
After multiple rounds of measurements, a full detailed 3D model with mechanical mechanisms designed and rendered.

Rendered with Keyshot

Rendered with Keyshot

Bottom view

Top view



Front View
Rendered with transparent Material

The Cargo Box

Make the most out of the cargo space

Duration **2 months**

Year **2022**

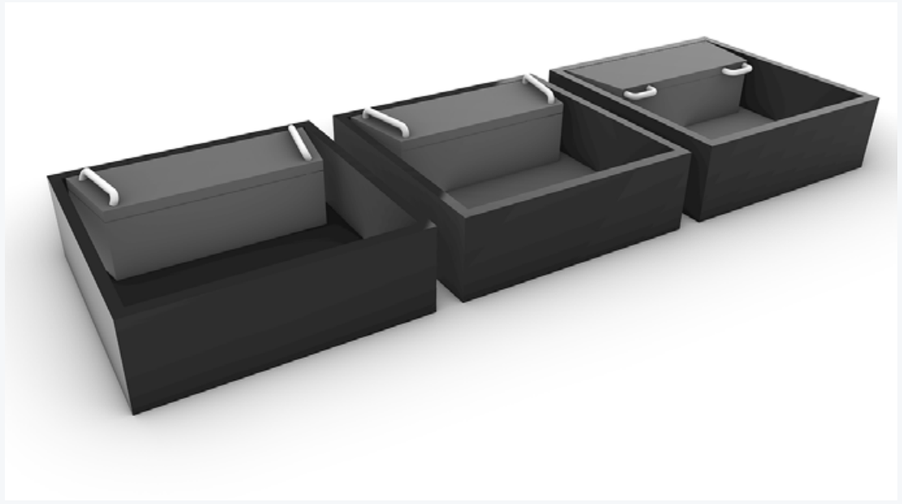
Software Used

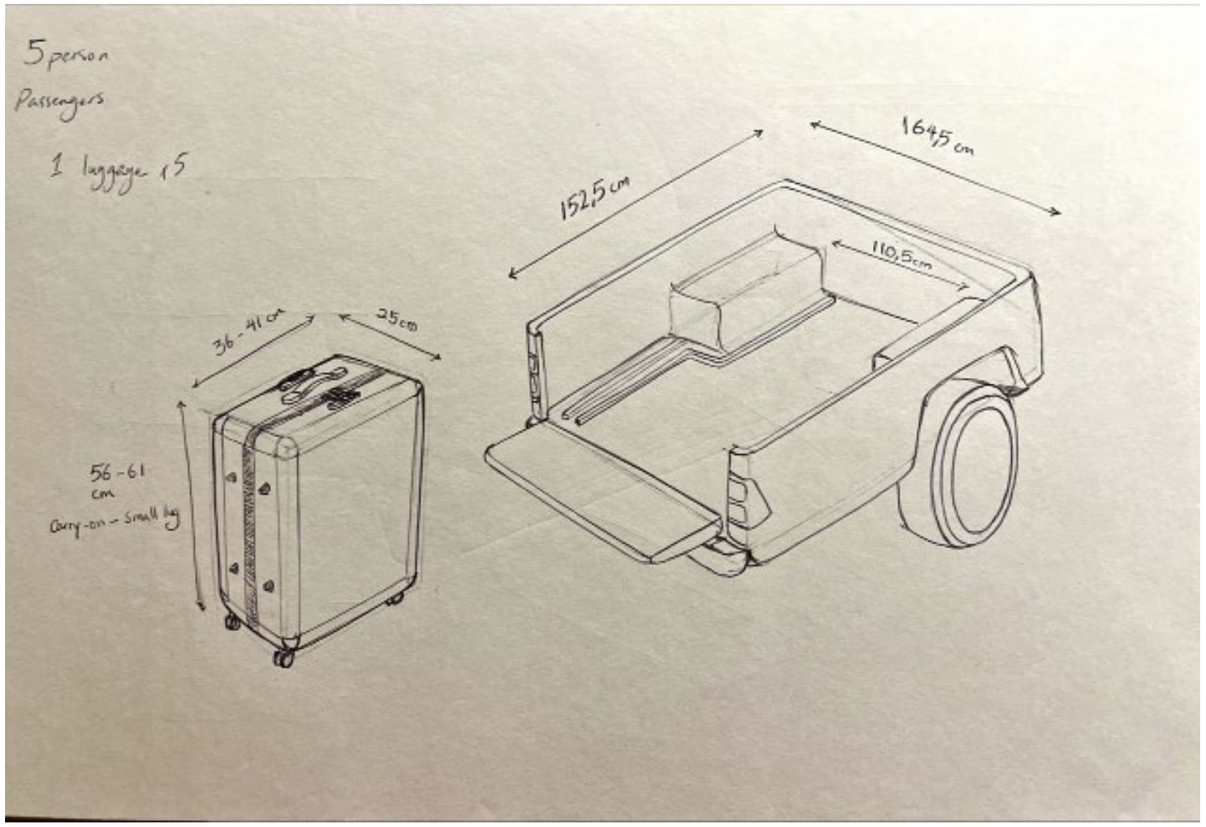
Image of the installed product after 4 months of use.

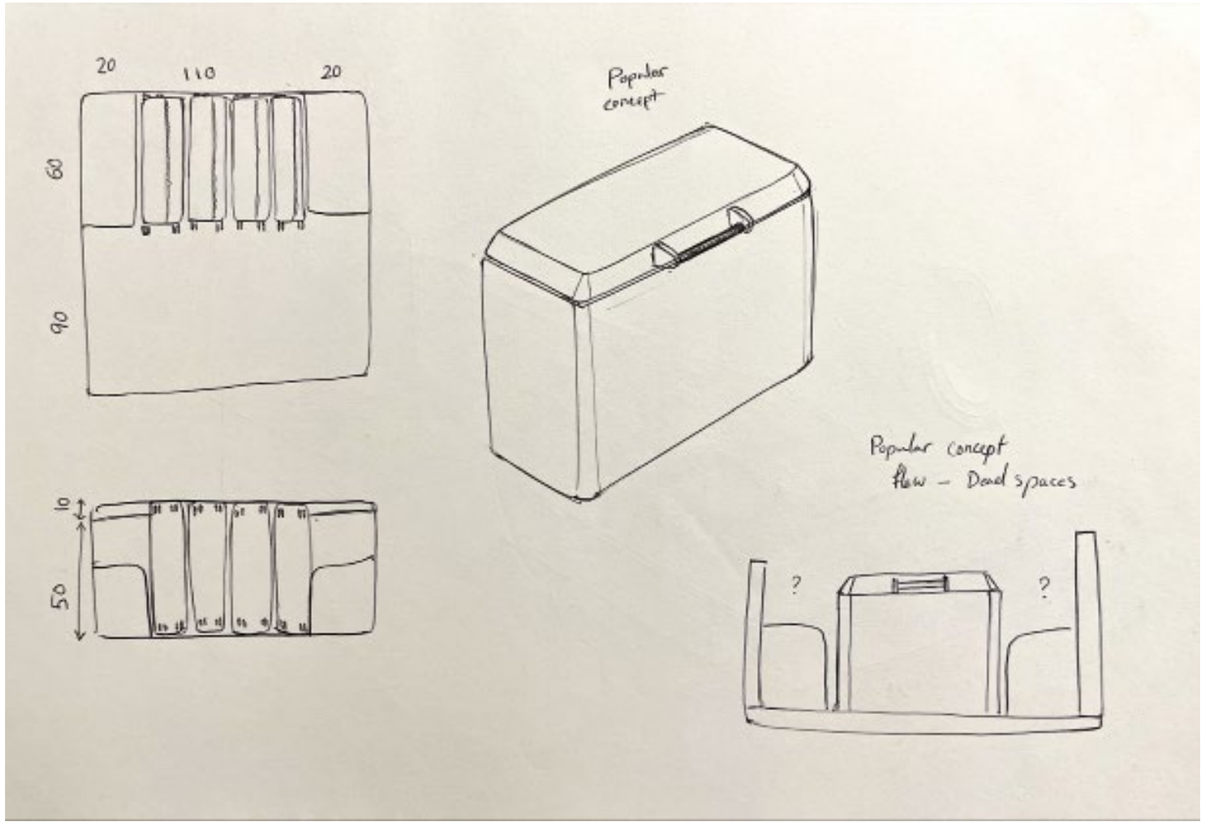
Design Brief

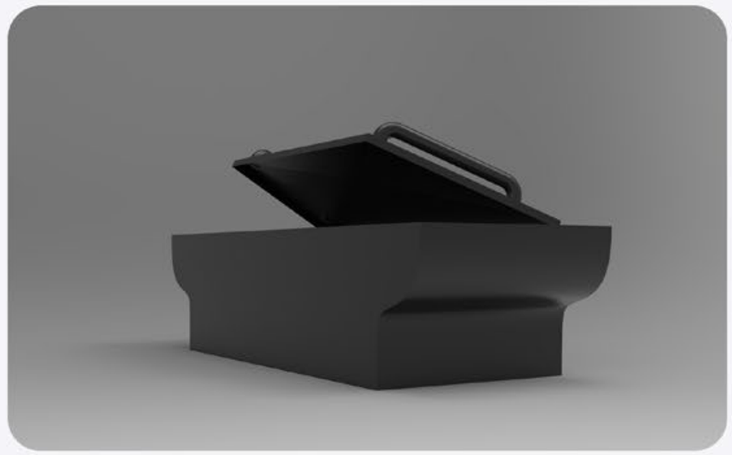
The brief initially seemed simple—a cargo box for the Toyota Hilux. However, as with most design briefs, I dissected it to address all of the client's needs and desires while anticipating any potential future issues.

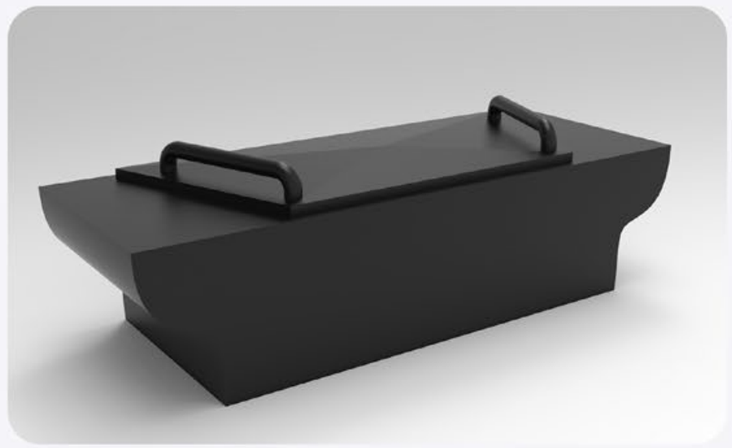
Starting with a divergent approach, we examined the client's travel patterns, typical cargo loads, standard luggage sizes, and the limitations of the truck bed and overall design context.











Modeled with Rhinoceros

World of Composite

My exploration toward many different composite materials and products

Duration **1 year**

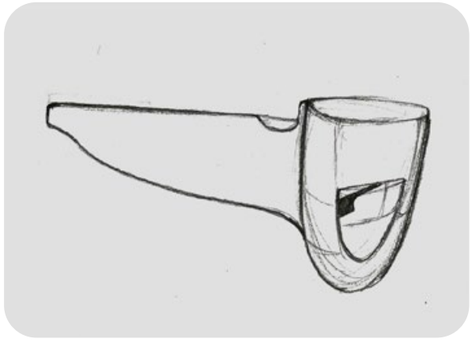
Year **2020**

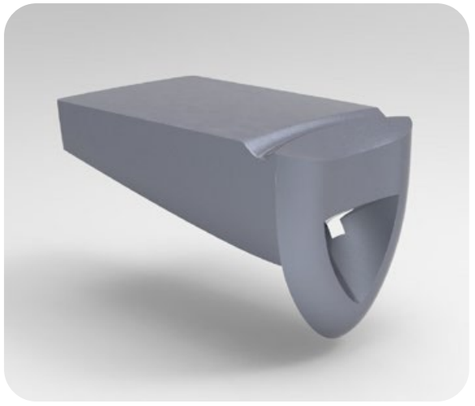
Software Used

I began my internship at a composite studio, where I learned the processes of designing, modeling, casting, and producing composite materials.

Contributed to the design and fabrication of

- architectural components for community centers,
- automotive lightweight parts,
- consumer electronics master low production volume parts.





One notable project I worked on was the main housing part of a hair removal laser unit. At the client's request, we designed it to follow the design language of a European competitor. I started by sketching and studying the design details. Typically, fiberglass modeling involves creating a 3D model and then using a CNC machine to produce a replica from wood or polystyrene. In this case, however, we were able to purchase a similar unit and, with a few modifications, make a cast from it.
The next phase involved creating a fiberglass model from the cast and beginning the finishing process. The product was then shipped for coloring, drilling, and final assembly with other components.

Peugeot 205GTi front bumper

Concrete Wall Formwork

Amir Soleimani

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linkedin.com/in/amirhsoleimani Portfolio Link!

Summary

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Experience

Learning Advisor & Workshop Technician - The University of Sydney Nov 2023 - Jun 2025

- Delivered rapid prototyping services from concept to production using FDM/SLA 3D printers, laser cutters, CNC milling machines, 3D scanners, and embroidery tools.
- Designed and facilitated hands-on workshops on emerging technologies, including Fusion 360 modeling, laser cutting, Arduino prototyping, and generative AI applications.
- Supported students in translating ideas into manufacturable outcomes by guiding them through design, prototyping, and fabrication processes.
- Collaborated with academic staff across Engineering, Veterinary Medicine, and other faculties to co-create workshops aligned with research and teaching goals.
- Integrated design thinking and problem-solving frameworks into teaching sessions to strengthen student engagement and project outcomes.
- Enhanced cross-disciplinary learning by combining product design, strategic design, and technical expertise to mentor students and researchers effectively.

Industrial Design Engineer - Volvo Truck Projects, Perlite Co Jul 2021 - Jul 2023

- Designed and developed large-scale industrial vehicles and components, balancing engineering precision with innovative design solutions.
- Conducted reverse engineering of key parts to reach viability, usability, and manufacturability.
- Delivered production-ready 3D models and technical documentation using advanced Inventor PDM and performed FEA using Ansys.
- Applied diverse prototyping and manufacturing methods, including CNC machining, 3D printing, injection molding, and sheet metal fabrication.
- Collaborated with mechanical, electrical, and production teams to align designs with engineering and operational requirements.

Composite Designer - SFI Fiberglass Industry Apr 2020 - Apr 2021

- Designed and fabricated architectural components, automotive parts, and consumer product molds using fiberglass and carbon fiber composites.
- Created high-quality resin casts and structural components tailored for both exterior and interior applications in public and commercial projects.
- Applied rapid prototyping, injection molding, and precision hand-finishing techniques to deliver durable, visually refined components.
- Collaborated with designers and engineers to translate 3D models into manufacturable molds and finished parts.
- Developed a comprehensive learning instruction package that streamlined composite-making processes and improved production efficiency.
- Strengthened expertise in composite manufacturing, surface finishing, and prototype development for low-volume production runs.

Education

University of Sydney - Master's degree, Strategic Design Aug 2023 - Nov 2024

- Facilitated collaborative efforts within a design course project, leading a team to develop an award-winning game concept recognized for its outstanding design innovation.
- Applied team management skills by coordinating comprehensive primary and secondary research, guiding prototyping phases, and ensuring cohesive alignment with project goals.
- Key Projects: Developed an activity-based learning toolkit for recent immigrants to Australia; designed an interactive board game incorporating emerging technologies for Aboriginal Australian children; and led a rebranding initiative to position an ICT company as a UX-focused firm.

University of Science and Technology - Bachelor of Science - Industrial and Product Design Engineering Sep 2016 - Sep 2021

Licenses & Certifications

- **AI-Empowered SAFe Scrum Master** - Scaled Agile - Issued Nov 2025
- **Interaction design for open play experiences workshop** - Delft University of Technology - Issued Dec 2017
- **Tourism futures developing scenarios for new business and service models workshop -** TU Braunschweig - Issued Mar 2018
- **Intensive advanced course on design semiotics -** Polytechnic University of Milan - Issued Mar 2019

References available upon request.

Skills

SolidWorks • 3D Printing • Rendering • CNC Operation • Laser Cutting • Adobe Photoshop • Sketching • Soldering • Arduino IDE • AutoDesk Inventor • Machine Embroidery • KeyShot