

2026

Product
Design
Portfolio

Alisa Kolganova

Projects

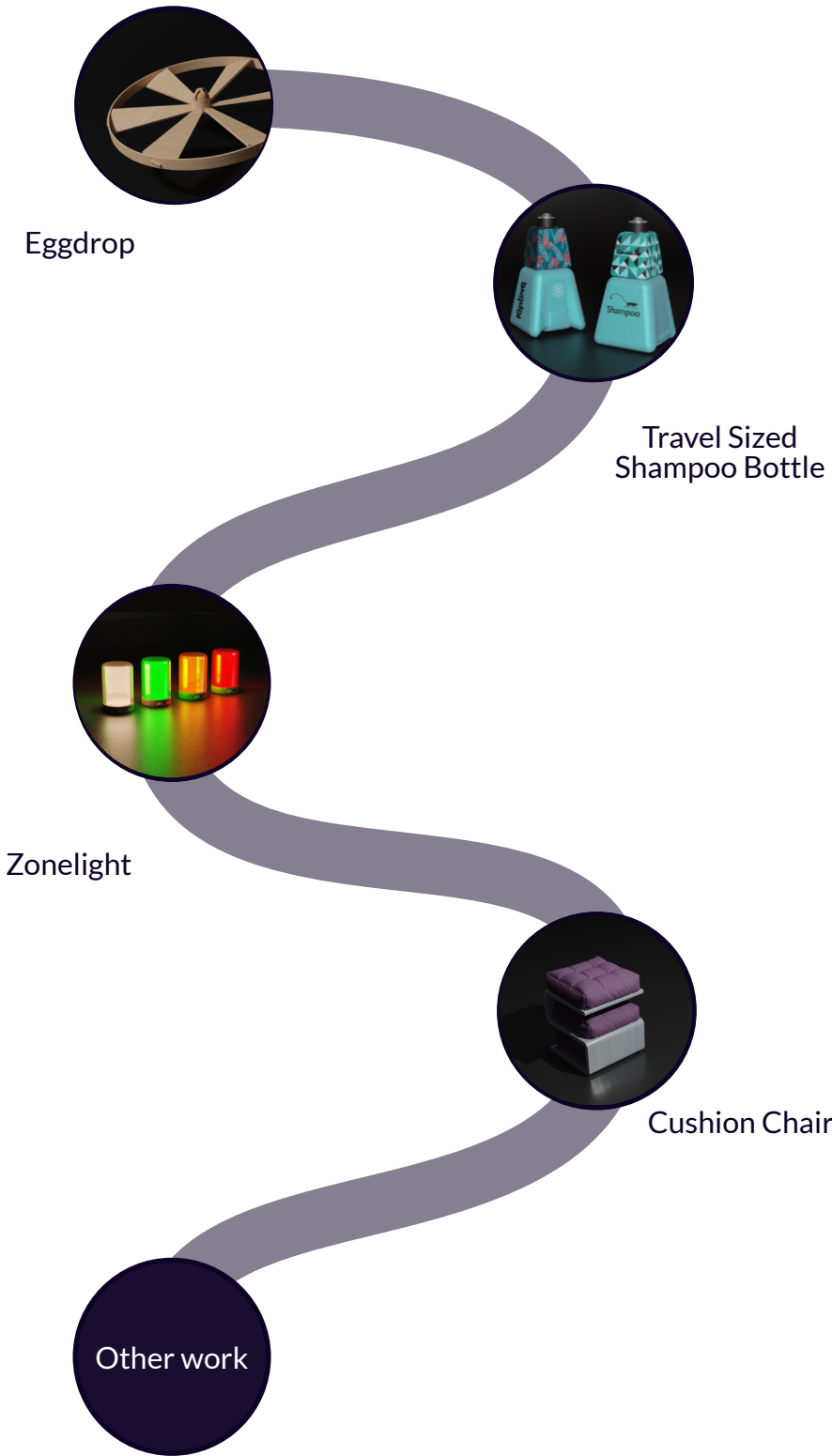


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Contact Me

Alisa Kolganova

 Phone: 0852299143

 E-mail (personal): alisa.kolganova@gmail.com

 E-mail (univeristy):22341625@studentmail.ul.ie

 Instagram: alikolgodesigns

 Website: alikolgodesigns.com

About Me

Hello! I am Alisa. I am a fourth year product design student at the University of Limerick.

I am an ambitious, goal driven person. I love acquiring new skills while simply learning about new things in general. Some of my biggest passions are keeping active, being outdoors & travelling. These in turn are a great base for my inspirations as a designer.

Here is a collection of some of my favourite pieces of work including both individual and group projects.

I am currently seeking out opportunities for when I finish my bachelors degree in May.

Awards

Best Engineered Design 2022

Leaving Certificate Engineering project was awarded best engineered design by Modular Automation now

Smarter Travel Awards Nominee 2024

Our idea was rated Top 10 in promoting sustainable travel and safe cycling in Ireland in 2024.

Logitech Future Design Studio Award 2024

Our project ZoneLight won the 1 week design slam.

Shortlist for BEOPEN design competition 2025

Focusing in on sustainability , my lint collector TED - Today's Eco-design was shortlisted in the top 50 of the international design competition.

Professional Experience

Holst Centre, TNO, Eindhoven, Netherlands

(I spent 7 months (February to August 2025) living and working in Eindhoven. This was an incredible time during which I began my professional product design journey. The placement was part of a mandatory univeristy programme through which I developed both interpersonal as well as design skills.

My work was centred around Smart Wound Care; creating future focused, user centric designs. With no other product designers in the company a lot of my work my self-managed. I show cased my 3D printing, sketching and handprototyping skills to my colleagues from a design perspective which gave the company a new approach to develeopeing solutions.

Stryker Real World Studio Project

6 week studio based group project working with Stryker Indusrtial Design team helped develop communication and coperation skills.

Education & Skills

Univeristy of Limerick, Limerick Ireland

Bachelor of Science in Product Design and Technology

I spent 4 years studying in the design studio, learning essential skills needed to become a designer.



The Egg-copter

The brief for the egg drop was to keep the egg safe when dropped from a four story building. Our group's solution was to prolonged the airtime of the egg to and to make it "fly" by means of The Egg-copter.

Our solution was defined by the following criteria:

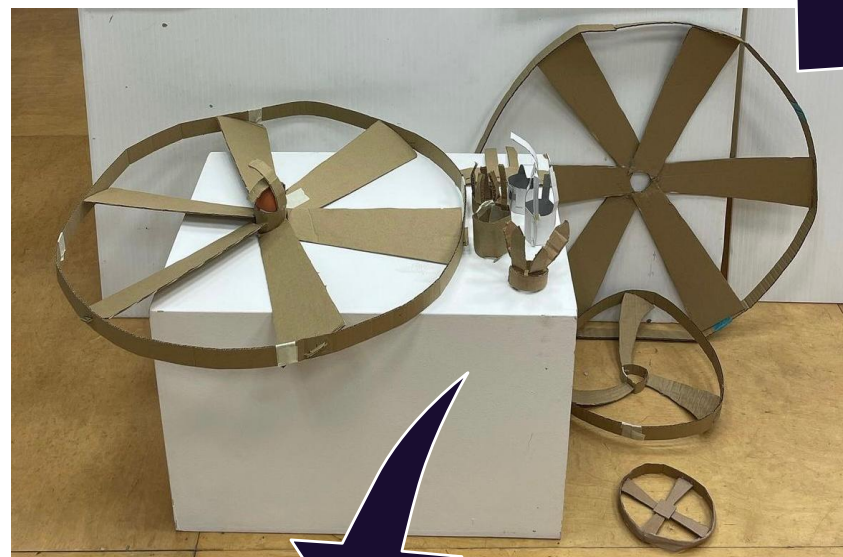
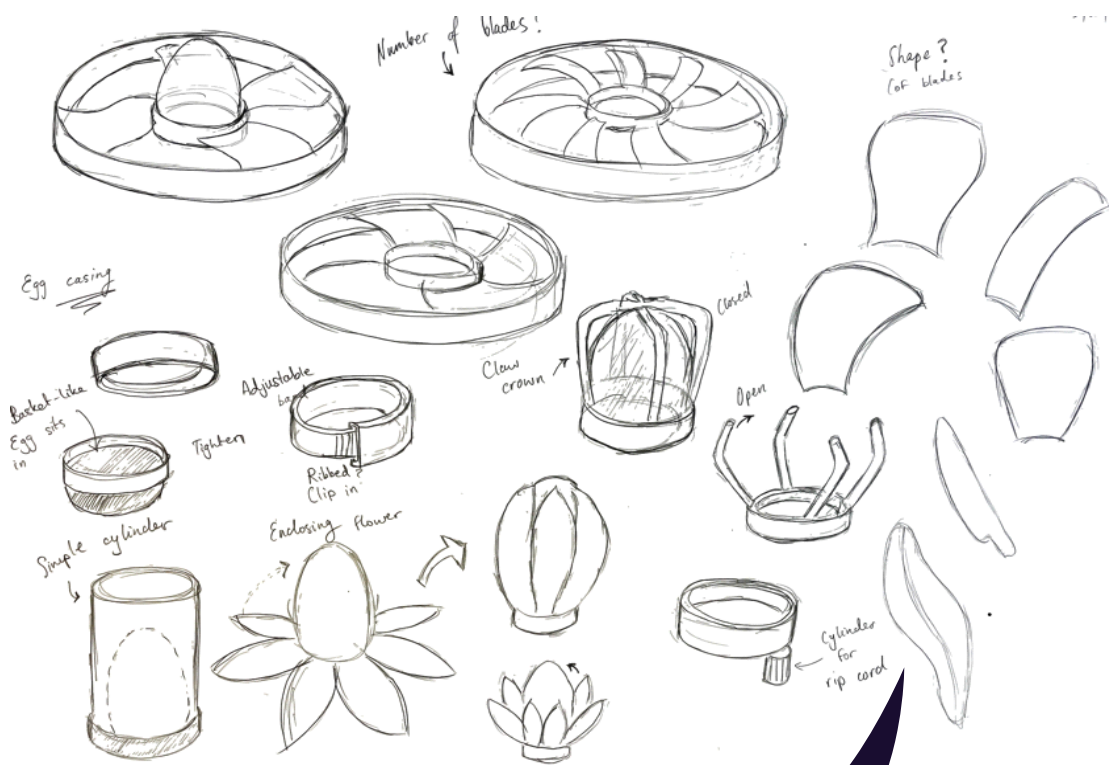
Sustainability: the egg-copter is made out of cardboard

Ability to be reused more than once: final design allows for an easy way to place the egg and remove it from it's casing

Absorb impact and protect the egg: product was tested and the egg survived numourous falls

With Jay Looney



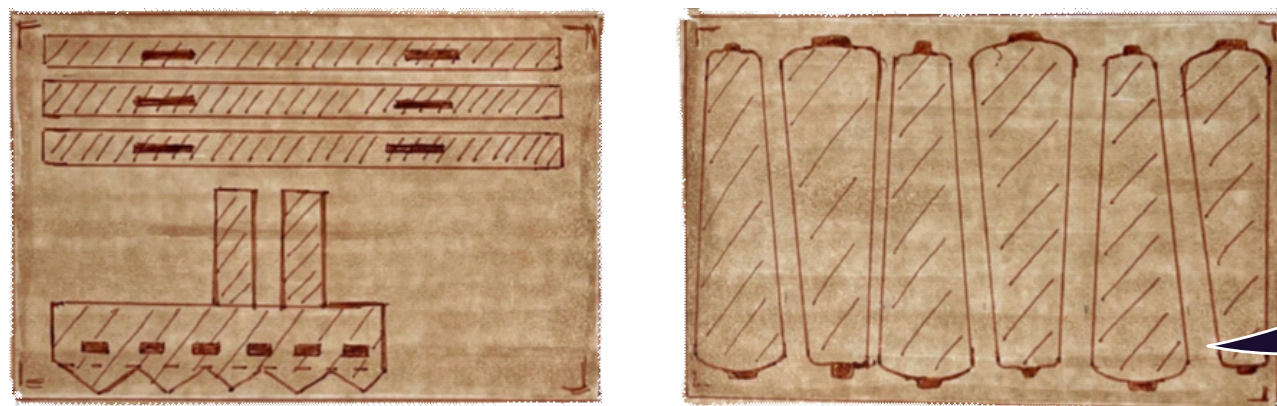


Prototype

We went through iteration of prototyping with various amounts of blades, circumference sizes and different egg holders before finally arriving at our final solution.

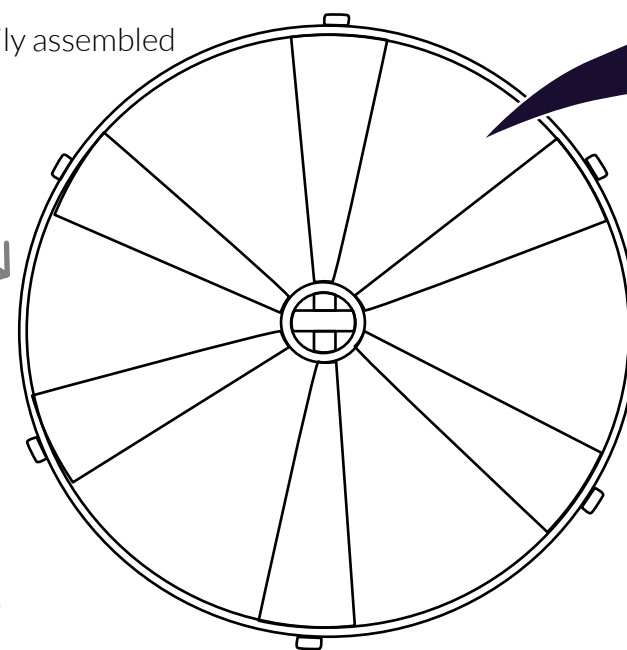
Packaging

Product to be shipped as two sheets of cardboard, minimizing waste, saving space and increasing sustainability of the product.

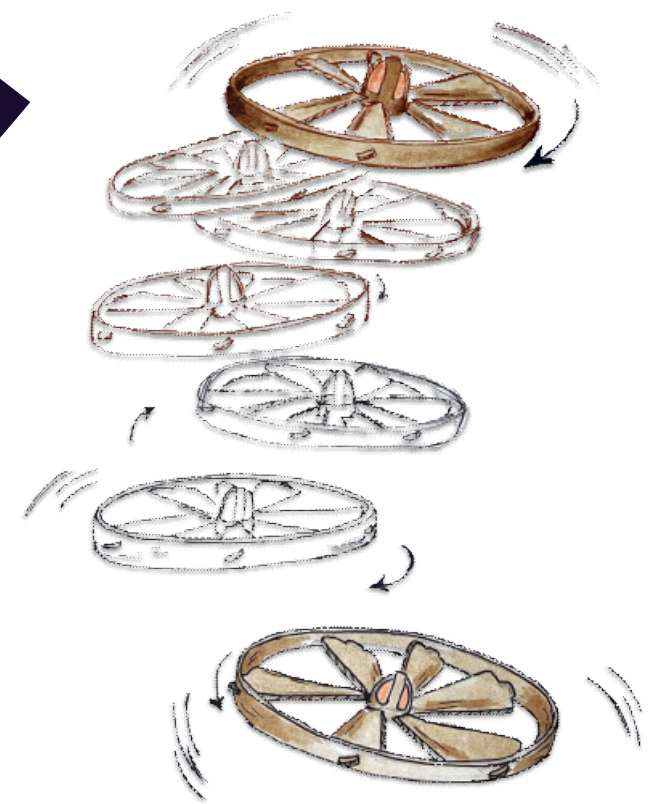


Assembly

Product easily assembled into form



Product "in action"



Project Aim

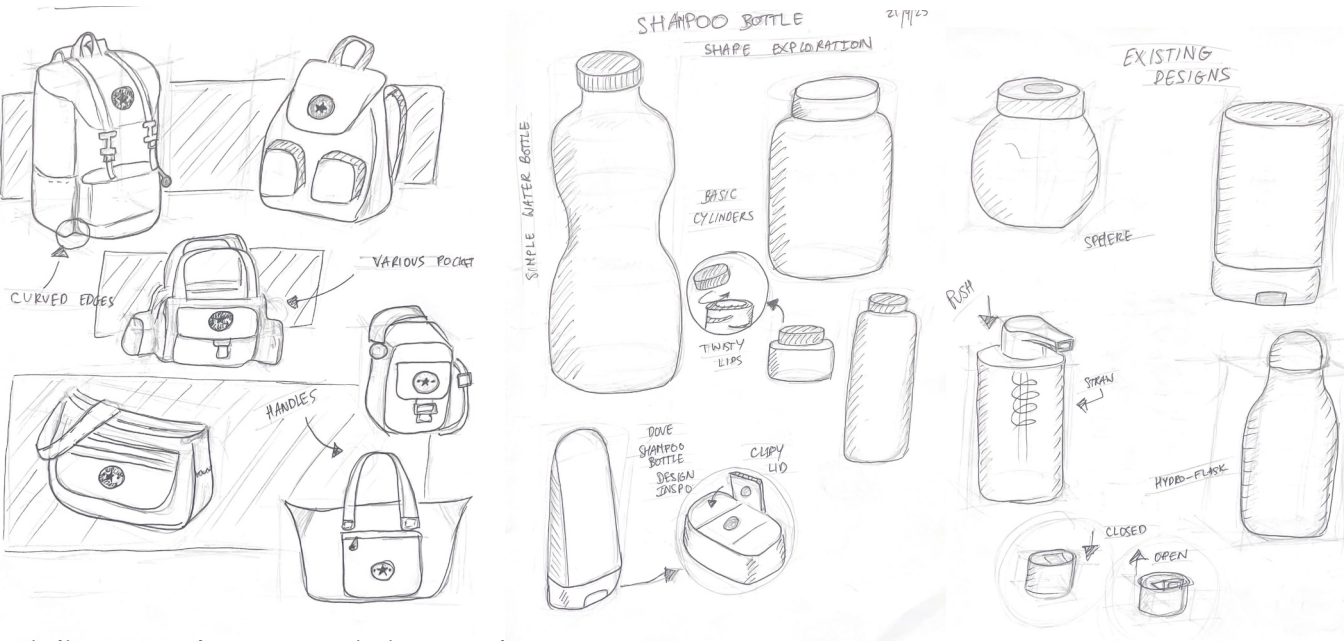
Exploring the potential of Blender through the development of a travel sized shampoo bottle based off the main style features of a certain brand. I chose Kipling as my company because of its iconic look, eccentric patterns & easily identifiable features.



Travel-sized Shampoo Bottle

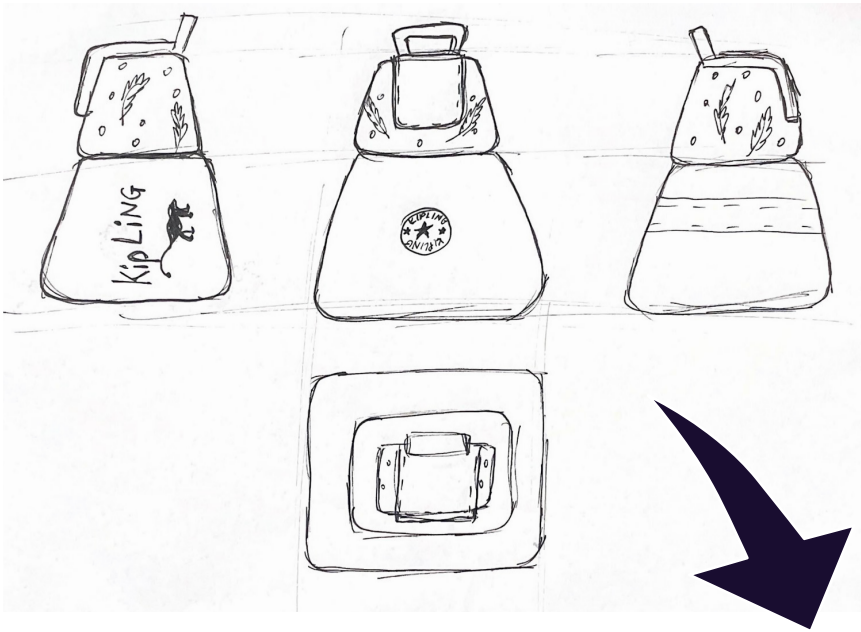
Inspired by Kipling

Ideation & Brand Exploration

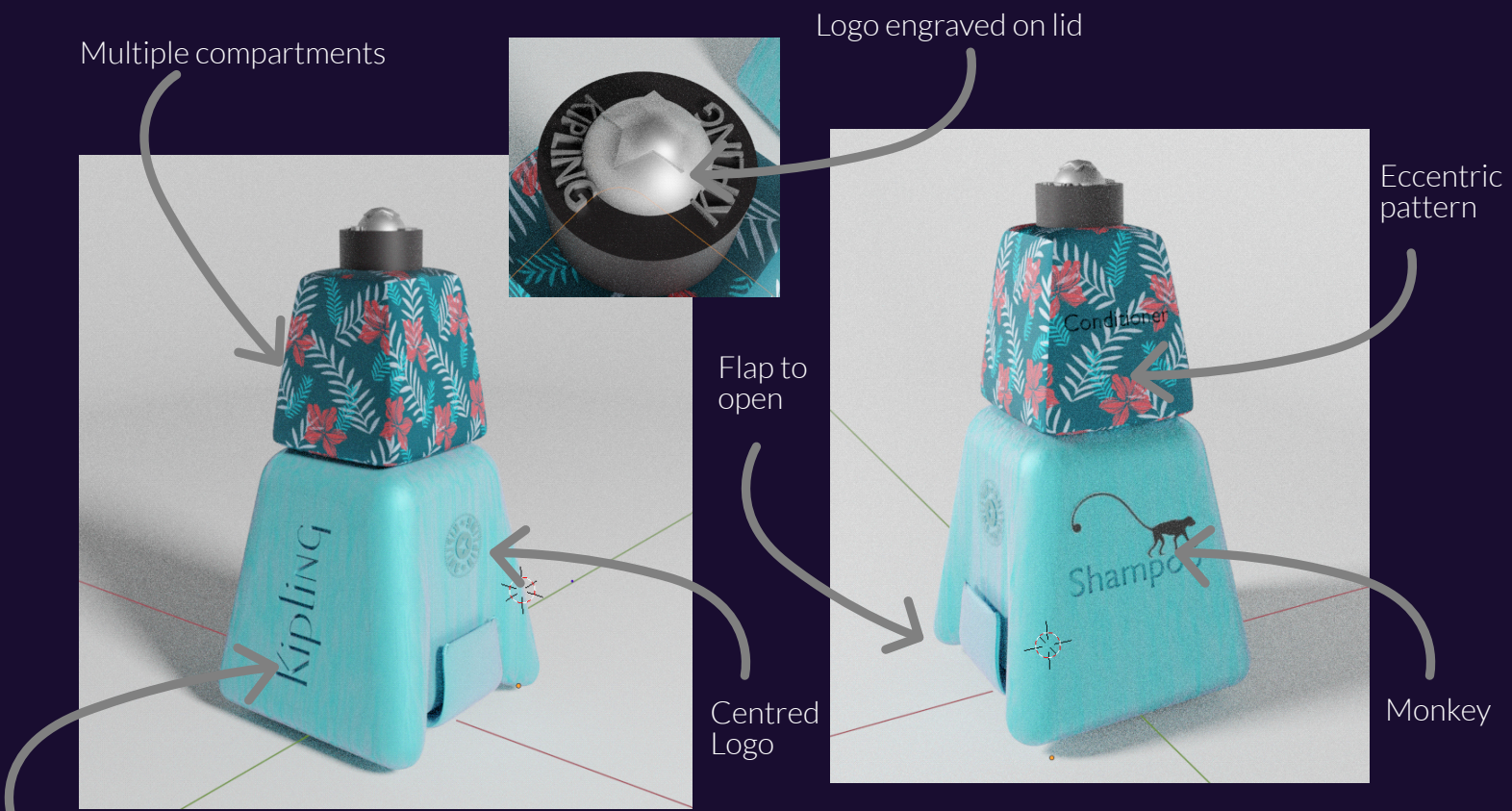


Kipling Bag Shapes & Existing Bottle Forms

Basic orthographics of chosen design



Taking Sketches to Blender



While modelling some features changed and evolved. Represented here are the key features that I identified in my design criteria. I learned about how different materials can be rendered in different engines.

Explored potential design solution directions.



Final Design

The chosen design focused on practicality for travel. The bottle was designed to have two separate compartments; one for shampoo, one for conditioner. The design was showcased through rendering and 3D printing. Seen below are my first attempts at rendering and then a re-attempt 2 years down the line.



3D PRINTS

Once the model had been complete I used Puraslicer to understand how to export 3D models into 3D printing.



Reflection

Throughout this project understood the power of Blender as a 3D modelling platform. I also found that I really enjoyed it and will continue to explore it for other uses & projects.

"Stay in the zone, maximise your productivity."



ZONE L:GHT
Design for the Future

About the Project

One of the three award winning projects from the one week Logitech design slam.

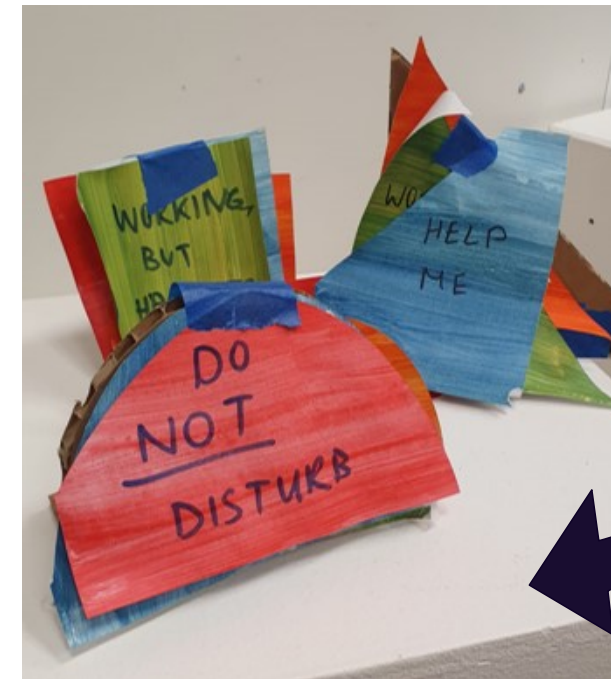
Theme: Future Design Studio

Brief: Create a futuristic hardware product with integrated software that will help with studio productivity.

Our problem: Breaking out of the zone when working in an interactive area such as the design studio.

Our solution: Zonelight is a desk light that would be found on every work desk in a company environment. Upon beginning work you would connect to the lamp with your ID card and indicate the "work zone" that you are in. The hologram shows a floor plan of the building & the work zone of each person and their location.

With Vesta Babonite & Robert Lynch

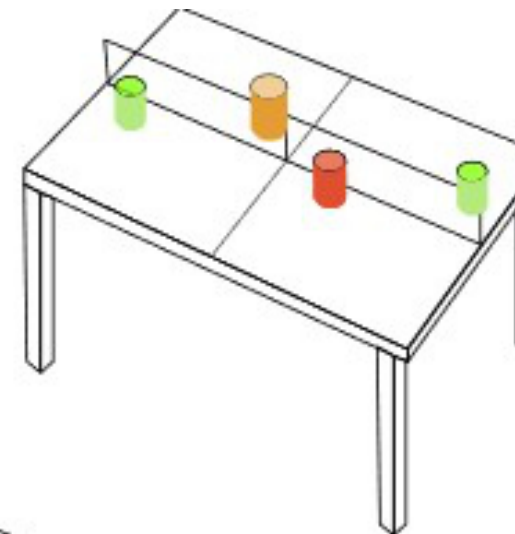


Testing with low fidelity prototypes

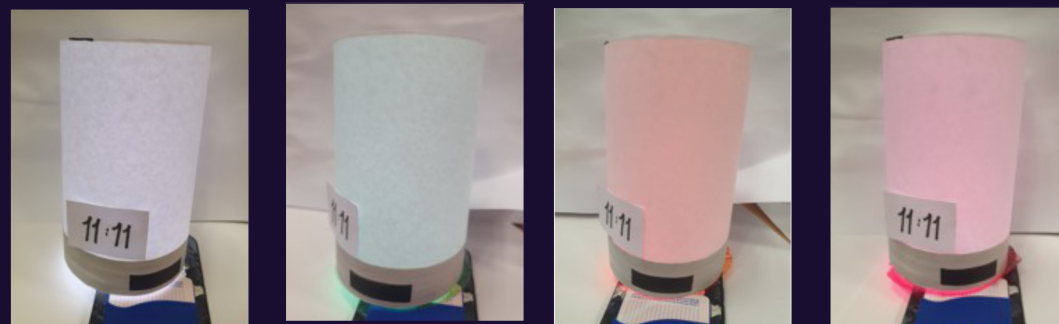
We created various shapes that described what "work zone" you were in and tested them in the studio environment.

We asked our fellow classmates to keep these up as they were working, depending on how they felt or what work they had to get done that day.

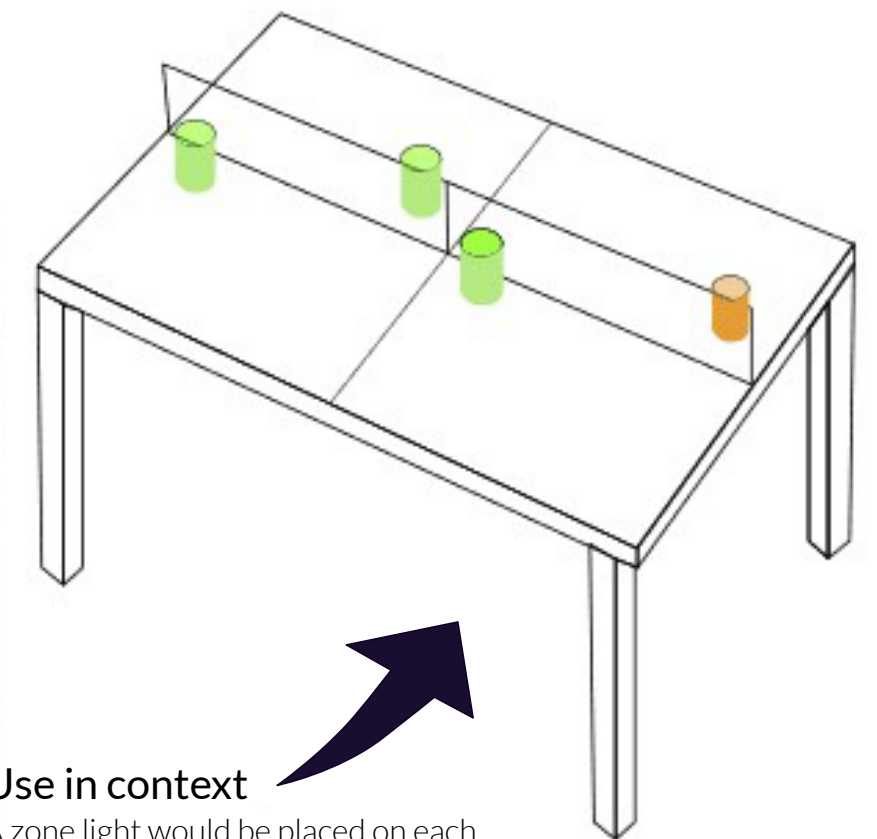
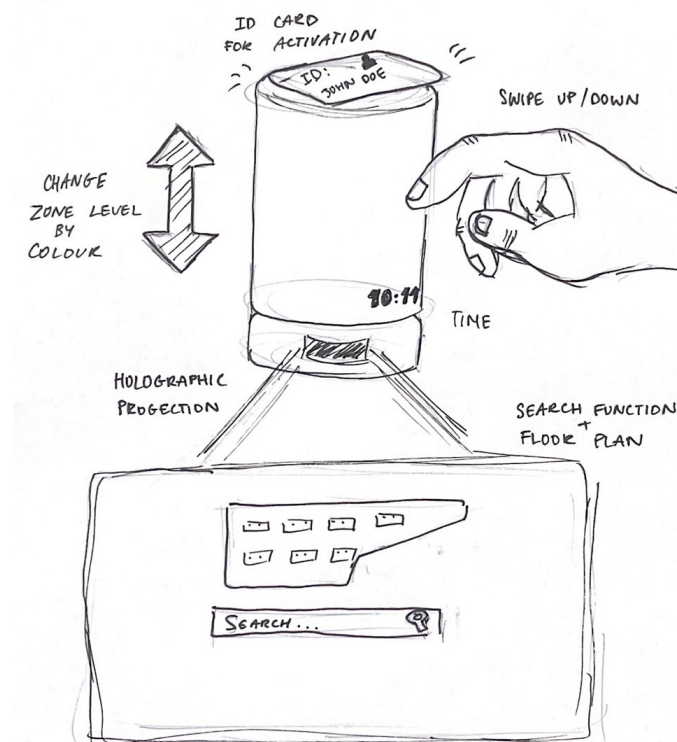
Feedback from the class overall was quite positive and people said they were intrigued by the concept.



Prototype



Render



Use in context

A zone light would be placed on each desk in a workspace. Each worker can log in with a key card. The zonelight system would show the zone that each worker is in. This would be shown as a holographic display to maximise workflow and increase productivity.

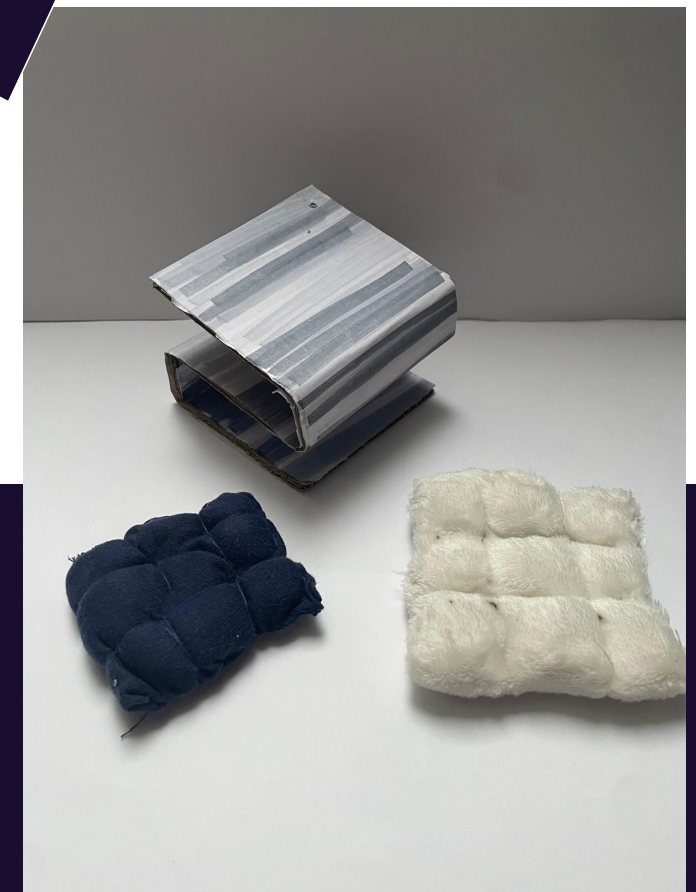
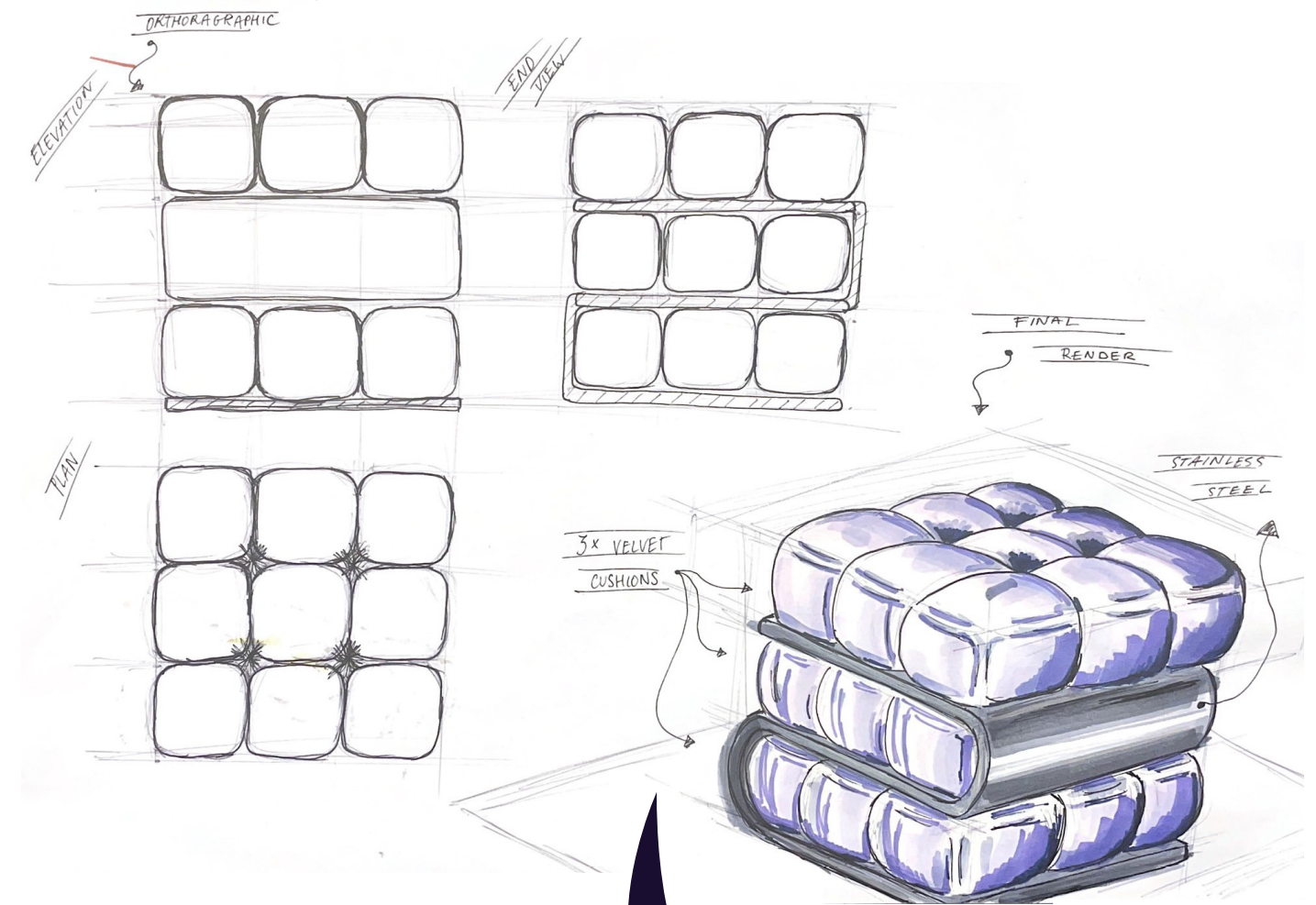
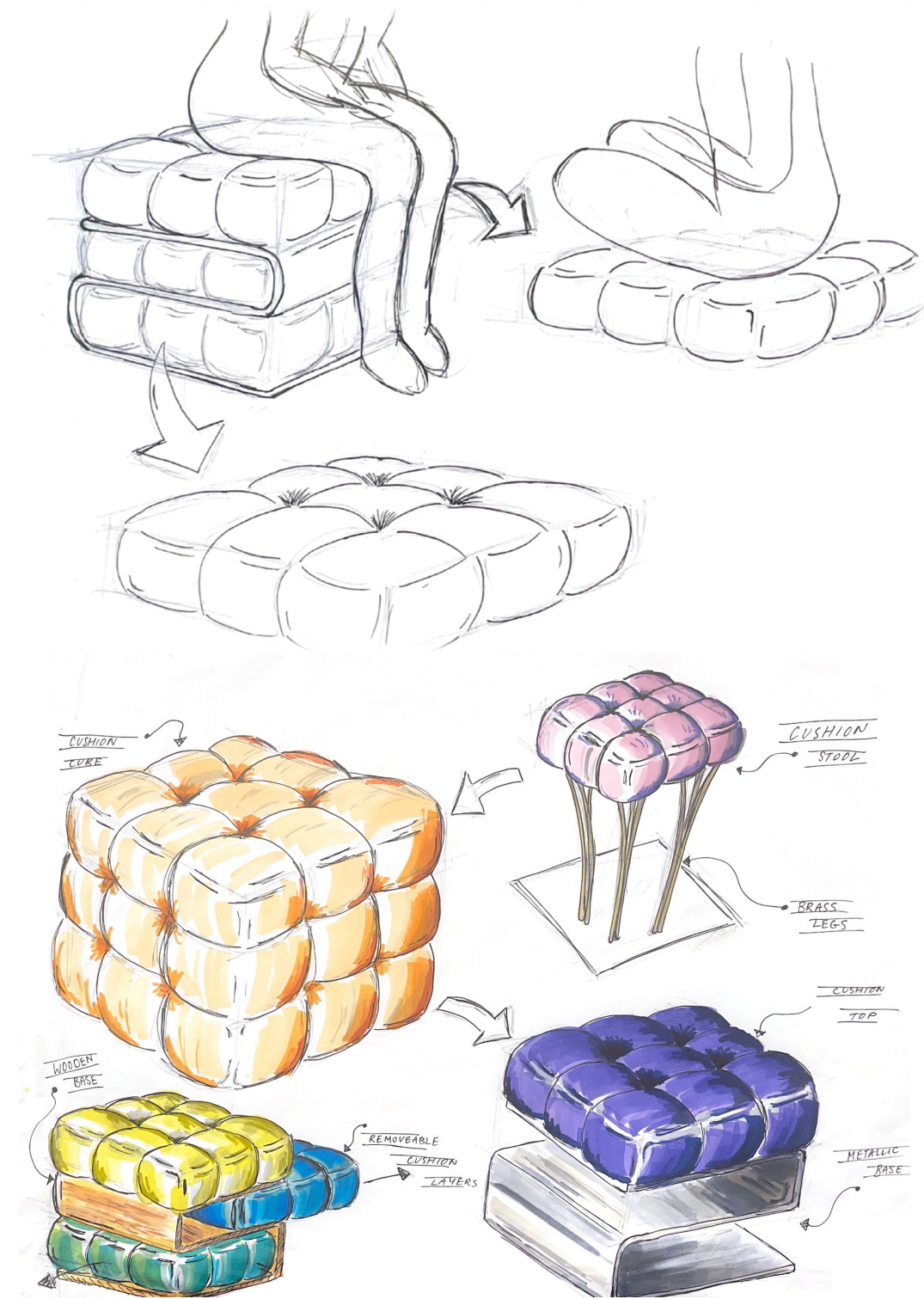
Cushion Chair



Main Design Objectives:

This project involved re-designing a product for a specific purpose and a specific set of materials with focus on hands-on sketching and physical prototyping.

My goal was to create a chair that was multifunctional. In this case it allows for use by multiple people at once by removing the cushions. The materials I chose are a stainless steel frame with kapok filling & duck cloth for the cushions.



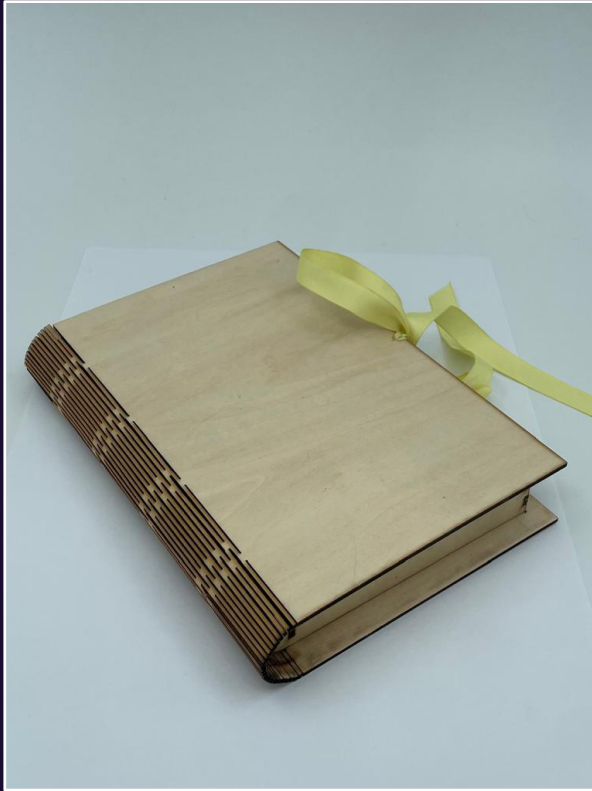
Prototype

After finalising the design I hand stitched the cushions out of scrap materials. The stand shape was simple cardboard. I used markers to represent the stainless steel effect.

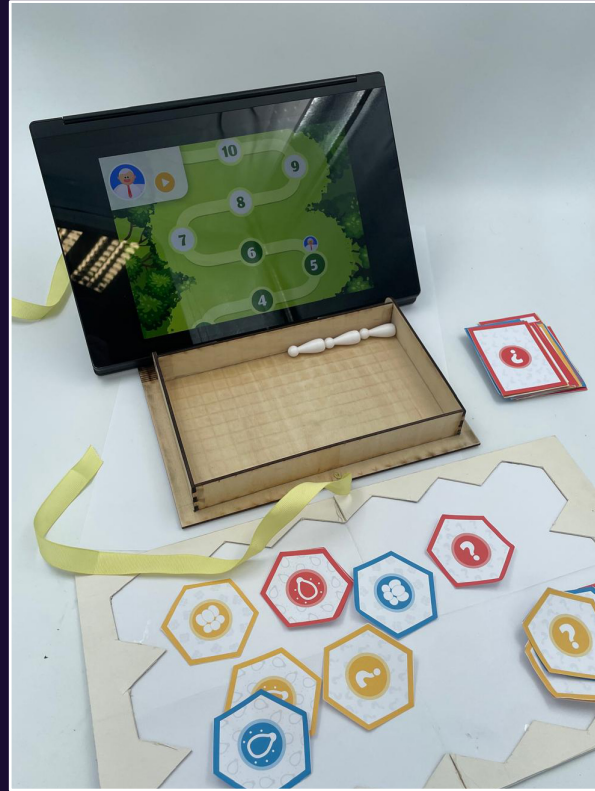
Reflection

This project allowed me to develop my hand sketching & rendering skills along with working on making simple yet effective prototypes to communicate the product shape and form.

Other Projects



RHO playset



UI Design

Focus Statement:

Create a shuttle bus service that has set routes but varying pickup along the way points.



Smarter Travel Awards Project



PLAVO Swimwear

Thank you for your time !

Hope to hear from you soon...check out more of my work at alikolgodesigns.com.