





MRIDVIKA SHAH

INDUSTRIAL DESIGNER

✉ mshah@risd.edu  <https://mridvika-shah.com/>  www.linkedin.com/in/mridvika-shah

EDUCATION

Rhode Island School of Design (USA)
2024 BFA Industrial Design (STEM) Honors Student
Brown University (USA)
Engineering
Step By Step International School (India)
2020 IB Diploma Programme (IBDP)

DESIGN SKILLS

- Prototyping
- Fabrication (Wood, Metal, Foam, Plastic)
- Material and Manufacturing Knowledge
- 3D modeling and printing
- Product Visualization
- Research and Development
- Technical Drawing
- Concept Development
- User Testing and Research
- Experience Design
- System Design
- Robotics and Physical Computation
- Human Centered and Ergonomic design

SOFTWARE SKILLS

- Solidworks
- Rhinoceros 3D
- Keyshot
- Arduino
- LuxeRobo Modi
- Adobe Creative Suite
- Procreate
- Figma

SOFT SKILLS

- Problem Solving
- Communication
- Team work
- Time and stress management
- Emotional intelligence and Empathy
- Attention to detail
- Positive attitude

INVOLVEMENTS

- **MIRAAD**, India (2021 - present)
Co-founder, Designer
- **RISD South Asian Student Association (SASA)**
Events Team
- **TEDxYouth@JPIS 2020**
Design Head, Storyteller
- **Student Council 2018-2020**
Art President
- **Parvaah Core Team 2019-2020**
Head and Volunteer
- **Art Club- "Commun-Art-Team" 2018-2021**
Founder, Core Team Member

ACHIEVEMENTS

RISD Departmental Honors Fall 2021- Present
Picasso's Award for Excellence in Arts - Grade 12
Excellence in Art and Design (IGCSE) - Grade 10

OBJECTIVE

Passionate about creating accessible, visually appealing, and functional designs at the intersection of Design, Art, and Aesthetics, I mainly focus on using manufacturing techniques and design methodologies to develop meaningful solutions. I am eager to secure an internship where I can apply and enhance my skills, gain valuable hands-on experience, and contribute to a dynamic and creative work environment.

WORK EXPERIENCE

Airlock, Repairs, Geological Sampling Team Leader 2023-Present
RISD Rover (S.U.I.T.S), NASA

Solved a design challenge with NASA's Spacesuit Interface Technologies for Students (S.U.I.T.S), I worked specifically on the user interface of the spacesuit software used on the surface of Mars as a Mission Control console. I have created efficient methods to navigate various procedures on Mars's surface, ranging from repairing communication towers to analyzing geological samples. These methods include, but are not limited to, text checklists, computer vision, and voice commands from the Local Mission Control Console (LMCC).

Material Design Intern Jun - Aug 2023
Global Surfaces, India - Dubai

Worked as a material design intern alongside a team of engineers, designers, and manufacturers to develop chemically engineered quartz products. I was the project lead for designing an immersive exhibition experience, which involved creating modular weight-bearing structures. I performed an in-depth analysis on the intersection of aesthetics and safety guidelines by experimenting with a variety of materials and forms.

Design Intern Jun - Aug 2022
Bespoke Decors, India

Designed pieces for the interiors and exteriors of residential and commercial spaces. Interacted with clients and collaborated with a team of senior designers to assemble installations within spaces. I was in charge of the conceptualization and production of an 8ft metal installation. Utilizing skills in laser cutting, staining, and other metal fabrication processes.

RELATED COURSES

Biomedical Engineering Design and Innovation Spring 2024
Brown University

Collaborated with a diverse team and biomedical engineers to tackle unmet clinical needs, focusing on a project to develop an IV administration device. This hands-on experience in a cross-disciplinary environment to design a device that met required medical standards. Enhancing my skills in innovation and design process management. It was an immersive journey into creating practical solutions for healthcare, emphasizing research collaborations, and technical proficiency.

Fanned Obsolescence Spring 2024
Rhode Island School of Design

I critically examined the implications of planned obsolescence through the study of electric fans. I acquired proficiency in sustainable design practices; disassembly, repair, reassembly, material, and modularity. Deepened my understanding of the ethical design decisions and its impact on the environment, society, and culture. The course covered global issues of overconsumption, waste, and social justice, with a focus on hands-on repair methods and community engagement. Key topics included design for sustainability, right to repair, and the role of design in fostering environmental and social justice.

Interactions and Connections for the Human Mind Fall 2023
Rhode Island School of Design

I acquired a deep understanding of the Internet of Things (IoT) and wearable technology, as well as cognitive behavior deconstruction. I developed proficiency in physical computational tools including circuitry, coding, Arduino and MODI and became adept at using parametric software, specifically TouchDesigner and Grasshopper. Through experimentation with low-fidelity prototypes, I honed my problem-solving and user experience visualization skills, enabling me to effectively communicate design concepts.