

# Vaishnavi Mehta

**Website** vaishnavimehta.com  
**Email** vaishnavimehta018@gmail.com

## Objective

Choosing to become an industrial designer was a result of seeking a deeper understanding of what it takes to build emotionally compelling solutions. To be able to examine how people come together to create solutions that will impact both their physical and emotional well-being.

## Education

Rhode Island School of Design  
Industrial Design B.F.A 2022

Brown University,  
Cross-registration classes 2020-2022

## Skills

### Software

Rhino ,CLO 3D ,Fusion 360, Solidworks, Keyshot, Blender, Cinema 4D, Figma, AdobeXD, InDesign, Illustrator, Audition, Lightroom, Photoshop, Premiere Pro, Spark AR, Proto.io, Microsoft Word, PowerPoint, Excel

### Hardware

Arduino, Microprocessors, Model-making, Rapid prototyping, Digital manufacturing, Woodworking processes and equipment. Able to work in plastics of Welding and Metal processes.

### Systems

Utilize sketching and detailed research, creative visualizing, and intensive mind mapping to work out ideas

### Organizational

Ability to thoroughly research, organize, and manage projects from concept to production. Strong client communication, collaboration and leadership skills.

## Achievements

2022 Honors student at Rhode Island School of Design  
2021 Honors student at Rhode Island School of Design  
2nd Place in NEMIC healthcare Hackathon

## Work Experience

**Studio Carbon** 2021

Worked closely with the design startup for industrial and graphic design projects. Responsible for CAD and visualization, creating a brand-book and illustrations.

**Sintex Plastic Technologies** 2019

Ascertained understanding of end to end design,engineering and manufacturing process. I got the opportunity to experience the mechanized mass manufacturing machineries as well as working with designers,engineers and manufacturers.

## Studios

**Urban Interactions** Andy Law 2022

Working collaboratively, researching and practicing team exercises taught and led by IDEO. Interacted with IBM and sidewalks lab on short prompt exercises. Coordinated civic design challenges with the Boston Mayor's office.

**CS-1300 UX-UI Design** Jeff Huang 2019

Learned when to use different interfaces, how to model and represent user interaction, how to elicit requirements and feedback from users, as well as the principles of user experience design.

**Headed for the Moon** Catherine Andreozzi 2022

Presented to NASA. created textiles to be worn inside the ISS using CLO software. Developed time management skills when working on a project from technical criteria to CAD execution concept delivery. explored.

## Additional

Industrial Department Class Representative 2022  
RISD ROVER member 2019-2021  
Teaching Assitant EFS 2019