KEYA SHAH

PRODUCT DESIGNER

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 keya-shah-   shahkeya.com

ABOUT

I'm a senior at the Rhode Island School of Design (RISD), studying Industrial Design with a minor in Computation, Technology, and Culture. Driven with a penchant for creative problem solving, I am intrigued by multi-disciplinary environments that bring the compassion of design to innovation rooted in social impact. I think in systems, execute with detail, and create to connect.

SKILLS

Design

- Product + Industrial Design
- Human-Centered Design
- User Experience Design (UX)
- User Interface Design (UI)
- Interaction Design
- Softgoods
- System Design
- Product Strategy
- Augmented + Virtual Reality
- Data Visualization
- Business Plan Development
- User Research
- Market + Competitive Analysis
- Ideation Sketching
- Information Architecture
- User Flows
- Storyboarding
- Wireframing
- Iterative Prototyping
- 3D Modeling
- 3D Rendering
- User + Usability Testing
- High Fidelity Mockups
- Design Systems

Software

- **2D Design**: Adobe Creative Cloud
- **3D Design + Rendering:** Fusion 360, Solidworks, Siemens NX, Rhinoceros 3D, Grasshopper. Keyshot
- **UI/UX:** Figma, Adobe XD
- **XR:** Unity 3D, Lens Studio, Gravity Sketch
- **Code:** p5.js Javascript, Arduino, Python

EDUCATION

Rhode Island School of Design, 2020-2024
BFA in Industrial Design, Minor in Computation, Technology and Culture

- Honors Designation for all semesters
- Industrial Design Department Scholarship Recipient (2022-2024)

EXPERIENCE

Product Design Intern
Key Design Studio @ KeyBank, May 2023 - August 2023

- Piloted the north star product vision for a $100M+ commercial treasury platform being imminently built
- Developed a strategic road map to scale Key's Design System for enterprise
- Delivered UX strategies and prototypes for both projects advised by 40+ stakeholder interviews, market research, competitive analysis, user data analysis, user journey mapping, iterative prototyping, user testing and close collaboration with senior designers, product managers, and developers
- Received recognition from and presented work to the Head of Digital of KeyBank

Product Development Intern
MIT Media Lab, October 2022 - Present

- Designing wearable consumer biotech device 'AttentivU'
- Developing CAD models in collaboration with engineers to rapidly prototype iterations that bridge design, ergonomic, and engineering considerations

Chief Designer, Project Lead
NASA × RISD Space Design

S.U.I.T.S. Project, September 2022 - Present

- Awarded as 1/10 national finalists by NASA for our spacesuit AR interface system designed to assist lunar and martian extravehicular activity (EVA)
- Leading a cross functional team of ~30 designers and developers for SUITS '24 (Mars EVA), directing design strategy, club meetings and project timeline
- Led UX design of navigation capability for SUITS '23 (Lunar EVA), piloting our team's iterative prototypes, testing, and product system integration
- Design was tested and validated by NASA panelists at Johnson Space Center

Rover Project, September 2021 - May 2022

- Competed in NASA's Human Exploration Rover Challenge to design a human-powered rover capable of traversing lunar terrain
- Designed, CAD modeled, and prototyped accompanying tools for mission tasks

XR Designer
Design×Health, September 2022 - May 2023

- Developed a therapeutic VR solution to modulate neuropathic phantom limb pain experienced by amputee patients
- Collaborated with designers, engineers, and medical school students from RISD and Brown University, with Dr. Reena Bhatt from Rhode Island Hosptial

3D Design Intern
Sahas Softech LLP, July 2021 - August 2021

- Designed CAD models to 3D print several components of a model oil tanker for a petroleum exploration client in collaboration with design engineers
- Conducted market opportunity analysis in India's industrial design industry to discover new clients for the firm