

KEYA SHAH

SOFTGOODS DESIGNER

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Driven with a penchant for creative problem solving, I thrive in multi-disciplinary environments, bringing thoughtful design to drive intentional innovation. I think in systems, execute with detail, and create with purpose.

SKILLS

Design

Industrial Design
Softgoods Design, Development, and Fabrication
CAD/ 3D Modelling
Hardgoods Fabrication
Textile Research and Testing
Pattern Development
Iterative Prototyping
Design for Manufacturing
Human In The Loop Testing
Design Strategy
Design Thinking
Interdisciplinary Collaboration
Team Leadership
Project Management

Software

2D Design: Adobe Creative Suite, Figma
3D Design: Rhino 3D, Solidworks, Fusion 360, Siemens NX, Grasshopper, Keyshot, Unity 3D, Gravity Sketch
Code: p5.js JavaScript, Arduino, Python

EXPERIENCE

NASA JSC, Nexus–Amentum JETSII Contract

Softgoods Engineering Technologist

Houston, TX

Sep 2024 – Present

- Designing, developing, and fabricating space flight softgoods including thermal + acoustic insulation blankets, EVA tool packs, ancillary spacesuit components, and stowage solutions
- Solving complex, technical design challenges for unforgiving environments through extensive performance and material testing, iterative prototyping, driving early risk assessment and cross-functional collaboration
- Led execution of mission-critical softgoods projects for Artemis, delivering a 3 year project on an accelerated 8 week timeline, coordinating cross-lab team tasking, team onboarding, and communication with NASA stakeholders, earning multiple team and individual awards
- Foster a collaborative team culture and develop knowledge capture resources to enable long-term lab success

Softgoods Design Intern

Jun 2024 – Aug 2024

NASA x RISD Space Design

Chief Designer, S.U.I.T.S. Project Lead

Providence, RI

Sep 2022 – May 2024

- Awarded as 2x national finalists by NASA for our spacesuit AR interface system designed to assist lunar and martian extravehicular activity (EVA)
- Led a cross functional team of ~30 designers and developers for SUITS '24 (Mars EVA), directing design strategy, club meetings, project timeline and budget
- Led UX design of navigation capability for SUITS '23 (Lunar EVA), piloting our team's user flows, iterative prototypes, HITL testing, and final product integration
- Design was tested and validated by NASA evaluators at Johnson Space Center

Key Design Studio @ KeyBank

Product Design Intern

Cleveland, OH

May 2023 – Aug 2023

- Piloted the north star product vision for a \$100M+ commercial treasury platform
- 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, iterative prototyping, user testing and close collaboration with senior designers, product managers, and developers
- Received recognition from and pitched work to the Head of Digital of KeyBank

MIT Media Lab

Product Development Intern

Cambridge, MA

Oct 2022 – Aug 2023

- Designed wearable consumer biotech device 'AttentivU'
- Steered several product features that bridged design, ergonomic, and engineering needs through iterative CAD modelling and rapid prototyping in collaboration with engineers

Sahas Softech LLP

3D Design Intern

Mumbai, IN

Jul 2021 – Aug 2021

- Designed, CAD modelled and fabricated components of a model oil tanker for a petroleum exploration client in collaboration with mechanical designers
- Conducted market opportunity analysis to discover new Indian clients seeking industrial 3D printing solutions from the firm

EDUCATION

Rhode Island School of Design

Bachelor of Fine Arts in Industrial Design, Minor in Computation, Technology and Culture

Sep 2020 – May 2024

Graduated with Honors and Robert O'Neal Creative Excellence Award
Industrial Design Department Scholarship Recipient (2022–2024)