

AVA GARFINKEL

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EDUCATION

Brown University and Rhode Island School of Design

July 2022 - May 2023

Master of Art in Design Engineering (MADE)

Brown University

September 2018 - May 2022

Bachelor of Science in Mechanical Engineering

PROJECTS

Monopoly GO Board Game

Fall 2023

- Worked as the lead game designer at Hasbro to design and execute a board game expected to produce over \$4 million in revenue based on the popular Monopoly GO app.
- Worked on an extremely aggressive schedule to get the game designed, tested, refined, approved, and manufactured for an on-shelf date less than a year from when project began.
- Designed preliminary CAD with considerations for injection molding manufacturing.

Nori Pop-Up Book

Fall 2022

- Worked as the lead engineer on a team of four to design and construct a 3D pop-up book with electronic interactions for children ages 4 to 10.
- Built 5 unique and interactive circuits that incorporated light, sound, and vibration.
- Performed a SWOT analysis to determine how and where the product would perform on the market.

Little Chef

Summer 2022

- Worked collaboratively with an interdisciplinary team to design and fabricate a physical game for children ages 7+ to help them learn the basic fundamentals of coding.
- Acted as the lead designer to model, refine, and construct all game components.
- Created a product road map to guarantee that a looks-like and works-like model was completed below budget within a 6 week timeframe.

WORK EXPERIENCE

Hasbro, Associate Game Designer

June 2023 - Present

Work to design, develop, and improve original and existing board games for Hasbro Gaming. Responsibilities include leading design direction, creating prototypes, curating feedback, and collaborating with licensors such as Warner Brothers and Mattel.

Brown University School of Engineering, Teaching Assistant

January 2022 - May 2023

Provided teaching assistance for professors in classes such as Electrical Circuits and Signals, Introduction to Engineering, and Chemical Process Design.

Commodore Builders, Life Science Intern

May 2021 - August 2021

Worked with a team of 7 to manage and coordinate a large-scale construction project for AMGEN. Was responsible for drafting RFIs, materials procurements, and subcontractor coordination.

SKILLS

Software: Microsoft Office, Adobe Illustrator, Adobe Photoshop, Adobe InDesign, Google Apps, Solidworks, Fusion 360, Rhino, Jira, Figma, Miro, MATLAB, COMSOL

Soft Skills: Project design, project organization, drafting, graphic presentations, concept development, rapid prototyping, leadership, public speaking, teamwork, modeling