

Varun Mehta

is an artist and designer in Brooklyn, NYC. He's interested in keeping emerging tech ethical, exploring positive futures, and expanding his cultural heritage. His name rhymes with maroon.

Contact

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Skills & Softwares

- Skilled in conceptualizing, iterating, and executing system-level projects within teams and on an individual basis
- Leadership of multi-disciplinary design teams with an emphasis on context-relevant research and presentation
- Ability to combine concrete (product & consumer) skillsets with more experimental processes and philosophies
- Flexibility in quickly learning new skills and softwares based off the needs of the immediate problem at hand
- Diversity of project scopes and personal interests, allowing for more researched and diverse final outputs

Illustrator, Photoshop, InDesign, Premiere, After Effects, Lightroom, Rhino, CLO3D, Fusion, Solidworks, Blender, Keyshot, Figma, InVision, Da Vinci Resolve, & Webflow.

Education

Rhode Island School Of Design

Intended Bachelor of Fine Arts in Industrial Design and Graphic Design, expected graduation May 2022.

Brown University

Several classes taken at the school, on topics including engineering, sustainability, linguistics, and psychology.

The Nueva Upper School

Innovative STEM—focused high school in the SF bay area, known for its emphasis on design thinking and standards—based grading.

Awards & Grants

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| 2022 | RISD Somerson Sustainability Innovation Fund, Inagural Recipient |
| 2022 | RISD IDSA Inclusive Solutions Makeathon, 1st Place |
| 2021 | RISD Graphic Design Triennial, Works Showcased |

Experience

Selman NYC, Design Intern, 6/22 – 9/22

Developed an independently-led harm reduction design project, in which the goal was to create a website to allow opioid users easier access in locating safe injection sites in the NYC area. Project concept, scope, design work, and delivery was entirely self-led in collaboration with the other designer-in-residence.

Hyundai, Design Researcher, 2/20 – 6/20

Engaged in several months of design research in collaboration with fellow industrial designers and architects. My team worked to enrich the modern cityscape with adaptive ecologies derived from nature. We generated a number of infographics, posters, visualizations, and proposals on our way to a final systems-level proposal focused on using phenotypic plasticity & altruism in nature to redesign our cities of the future.

Dolby, Design Consultant, 10/20 – 3/21

Conceptualized and designed a framework for head-mounted 3D sound board prototyping for the engineering team's early product concepts. The system including several 3D printed components and an adjustable series of rails to hold the boards on the user's head, to keep things flexible and adaptable for any scenario. Responsibilities included planning the system, fabricating it, and creating a user manual for the engineering team.

Co-Work Research Lab, Peer Tutor, 8/18 – 5/22

Operates in a number of roles at the lab including monitoring the making tools (laser cutters, 3D printers, UV printers, digital embroiderers, etc.) and offering software & machine training sessions to students & faculty.

Gopro, Video Editor, 6/18 – 8/18

Shot and edited 4 tutorial videos for the Hero 6 camera line, showcased on GoPro's official site, and shared with the GoPro YouTube community. Contributed edits towards the 2018 GoPro Hero 7 Launch video and POP (Point of Purchase).