

Eva Ahmetaj

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Design engineer with a foundation in mechanical engineering, creating physical products and digital systems across diverse contexts. Combines analytical thinking, constraint-driven design, and human-centered principles to craft thoughtful, well-executed solutions.

EDUCATION

Brown University

Rhode Island School of Design

Master of Arts, Design Engineering

Providence, RI

July 2025 – Present

New York University, Tandon School of Engineering

Bachelor of Science, **Major:** Mechanical Engineering

Minor: Integrated Design & Media

GPA: 3.62/4.0 | Dean's List

Brooklyn, NY

September 2019 – May 2023

WORK EXPERIENCE

Brown University

Providence, RI

Graduate Teaching Assistant (*ENGN 0620: Design Brief, ENGN 0610: Systems Thinking*)

September 2025 – Present

- Designed and led hands-on prototyping workshops (foam modeling, 3D printing, laser cutting) and mentored two project teams (six students) through semester-long product development for a cohort of 23 students
- Facilitated structured design reviews and guided teams through tradeoff analysis and constraint-driven decision-making

RxVantage

New York, NY

UX Design Contractor

July 2024 – October 2024

- Piloted UI development for a web/mobile platform that connects providers and life science companies
- Designed scalable Figma component systems for design consistency and engineering implementation
- Liaised cross-functionally with product managers and engineers to define features, flows, and system architecture

Arup

New York, NY

ITC Intern - *Multiple projects*

May 2022 – August 2022

- Produced IT, communications, and technology infrastructure layouts for Delta's \$4B terminal redevelopment at LaGuardia Airport using Revit and AutoCAD
- Prototyped a [weather-resistant RFID](#) enclosure, selecting materials and validating durability for outdoor rail deployment
- Conducted field metering and performance analysis on London's first net-zero carbon commercial building, correcting contractor errors to optimize energy performance
- Resolve integration challenges with architecture, engineering, and construction teams

COLLEGIATE PROJECTS

Isomer Space Program

New York, NY

Structural Lead

March 2021 – May 2023

- Directed mechanical and structural design of a CubeSat for NASA's Cube Satellite Initiative, balancing mass, structural, and deployment constraints
- Built and tested structural and propulsion prototypes using CNC machining and rapid fabrication; iterated based on structural and fit testing
- Coordinated manufacturing, procurement, and integration across subteams, balancing performance, schedule, and resources
- Raised \$80,000 in funding to support development and secure launch placement

SKILLS: CAD (SolidWorks, Fusion 360), Finite Element Analysis (FEA), DFM, materials selection, sheet metal design; 3D printing, CNC machining, laser cutting; Figma, user research; Adobe Creative Suite