FELIPE REIS MACCARI

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EDUCATION

Northwestern University | GPA: 3.7/ 4.0

B.S. in Manufacturing and Design Engineering; Minor in Art Theory and Practice

Relevant courses: Design Thinking and Communication, Data-Driven Decision-Making, Mechanical Design and Manufacturing, Introduction to Materials **Bay Area Immersion Program** San Francisco, CA (Jan - Mar 2024)

Relevant courses: User Experience Design, Visual Storytelling for the Web, Design Innovation Practicum, Data Analysis & Visualization

SKILLS

Software: SolidWorks, NX, Adobe CC (Illustrator/Photoshop/InDesign), Figma, Microsoft Suite (Word/Excel/PP), MATLAB, HTML/CSS, Python Manufacturing: Laser Cutter, Mill, Lathe, Riveting, Optical Comparator, Additive Manufacturing, Casting, Injection Molding Others: Leadership, Creativity, Communication, English (fluent), Portuguese (fluent), Spanish (proficient)

DESIGN AND ENGINEERING EXPERIENCE

Segal Design Summer Internship, "Automated Swing" & "Puppet Theater" | Project Leader

- Led 4 interns in designing a safe automated swing that supports 110 lb and works with an e-bike motor and a mechanical system to facilitate use of motion in infant medical treatments
- Managed bi-weekly discussions with colleagues and product design advisors to optimize design decisions, research alternative solutions, and present updates
- Analyzed children-toys interaction and jail restrictions to design a metal-free customizable playground that develops the main learning elements through puppetry and humanizes kids' visits to relatives in prison (Cook County Department of Connections)

Manufacturing Design, "Bionic Wrench" | Team Member

- . Determined manufacturing methods for the bionic wrench according to pieces' functionalities and automation to facilitate quality control and cost efficiency
- Produced 7 pieces in a 30-minute riveting trial and projected a structure for producing 1 million wrenches per year
- Developed CAD and high-fidelity laser-cut prototypes of product components based on measurements obtained by precise tools (e.g. optimal comparator) through reverse engineering

Virtual Product, "Spoiled" | Team Member

- Examined food waste origins and formulated an app to improve savings by creating social gatherings to cook meals with expiring food - along 4 other teammates
- Prototyped user interface wireframes and flow relation through Figma for a mobile app to work alongside a physical prototype with an intuitive and simple interaction
- Conducted user shadowing and considered professionals' feedback to optimize user experience .

Physical Products, "H2Cool" & "Sock and Roll" | Team Member

- Collaborated with 3 colleagues through the design process, with brainstorming, mockups, user testing observation, design iterations, prototype production, and documentation
- Investigated and tested chemical reactions and heat-sealing manufacturing to create a package that cools down a water bottle when compressed to combat outside workers' dehydration
- Prototyped a cylinder-shaped plastic structure with 3D printed rollers, adjustable ropes, and a bar to give people with hemiplegia independence while putting on their socks

LEADERSHIP

Mayfest Productions | Promotions Committee Co-Director, Executive Board

- Co-directed a 15-members committee responsible for developing marketing initiatives, social media engagement (11,000+ summed followers), and graphic designs for the biggest festival (12,000+ attendees) organized solely by students in an American university, Dillo Day
- Designed the festival's first independent merchandise collection (19 different items), profiting \$1,452.27 with 313 units sold in 151 separate orders
- Established a partnership with Northwestern Dining Services for the festival's theme announcement that served a surprise special menu in 5 different dining halls simultaneously

HONORS AND AWARDS

Murphy Scholars Program

- Selected McCormick School of Engineering student for a personal project with 4,000 dollars in funding and professionals' support
- Discussed with faculty members in project design seminars, learning about the intersection of engineering, design, innovation, and leadership

Evanston, IL (Mar - Jun 2024)

Evanston, IL (Jan - Mar 2024)

Evanston, IL (Jun - Aug 2024)

Evanston, IL (Sep 2022 - Jun 2026)

Evanston, IL (Sep - Dec 2022; Mar - Jun 2023)

Evanston, IL (Oct 2022 - present)

Evanston, IL (Mar 2023 - present)