FELIPE REIS MACCARI

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EDUCATION

Northwestern University | GPA: 3.8/ 4.0
B.S. in Manufacturing and Design Engineering; Minor in Art Theory and Practice ***Evanston, IL (Sep 2022 - Jun 2026)***
Relevant courses: Human-Centered Product Design, Solid Modeling, Mechanical Design and Manufacturing, Data-Driven Decision-Making
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), Microsoft Suite (Excel/Word/PP), Figma, HTML/CSS, Python
Manufacturing: Welding, Cutting/Stamping, Mill, Lathe, Riveting, Optical Comparator, Additive Manufacturing, Casting, Injection Molding
Interpersonal: Creativity, Visual Communication, Public Speaking, Writing, Problem-Solving, Adaptability, Collaboration, Leadership
Languages: English (fluent), Portuguese (fluent), Spanish (proficient)

PRODUCT DESIGN EXPERIENCE

Amazon | *Industrial Design Intern* ***New York, NY (Jun - Sept 2025)***

- Identified 17 opportunities to optimize new equipment development timeline by up to 41%, considering design, manufacturing, and supply chain, for both metal and fabric products used worldwide, after interviewing 6 process engineers and 6 vendors
- Implemented new equipment documentation procedure for $1M worth of equipment, facilitating the work of the Equipment Team and 200+ engineers in 6 different regions (US, EU, Latam, APAC, IAC)
- Audited manufacturing vendor in China against previous production errors and factory processes (welding, stamping, assembly), proposing 40 corrective actions to reduce time and improve product quality and safety

Segal Design Summer Internship, "Automated Swing" & "Puppet Theater" | *Project Leader* ***Evanston, IL (Jun - Aug 2024)***

- 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* ***Evanston, IL (Mar - Jun 2024)***

- Determined manufacturing methods for the bionic wrench according to pieces' functionalities and automation to facilitate quality control and cost efficiency
- 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
- Produced 7 pieces in a 30-minute riveting trial and projected a structure for producing 1 million wrenches per year

OTHER ACTIVITIES

Mayfest Productions | *Co-Chair* ***Evanston, IL (Oct 2022 - present)***

- Overseeing 115 members across 10 committees, developing the biggest festival (12,000+ attendees) organized solely by students in an American university, Dillo Day
- Advising committees on strategic and contractual obstacles (12 artists, 2 stages), marketing initiatives (10K+ followers), and financial allocations ($550K budget, $40K from sponsorships and brand activations)
- Leading initiatives such as article features in Billboard and The Chicago Tribune, the festival's first independent merchandise collection, the Instagram verification process, and partnerships with student organizations and University administration

Virtual Product, "Spoiled" | *Team Member* ***San Francisco, CA (Jan - Mar 2024)***

- 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

HONORS AND AWARDS

Murphy Scholars Program ***Evanston, IL (Mar 2023 - present)***

- 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