

OLIVIA TESTA

Mechanical Engineering and Design

OliviaLTesta@gmail.com

OliviaTesta.com

EDUCATION

Stanford University – Masters of Science

- Major: Mechanical Engineering
- Concentration: Manufacturing and Product Realization
- Coursework: Design for Accessibility, Patent Law & Licensing, Entrepreneurship, Statistics, Linear Algebra, Physics

Stanford University – Bachelors of Science

- Major: Product Design Engineering
- Coursework: Human Centered Design, Medical Device Design, Mechanical Engineering, Computer Science, Psychology, Physics, Calculus, Statistics, Italian

Fiorello H. LaGuardia High School

- Major: Technical Theater
- Concentration: Scenic Design
- CTE and NOCTI Certification

PROFESSIONAL EXPERIENCE

Product Design & Project Management

- **Joyride Games** – Product Designer (2023)
- **The Marriage Pact** – Designer & Launch Team Program Manager (2021–2023)
- **Tesla** – Technical Program Manager Intern (2021)
- **Camp Connect** – Co-Founder & Head of Product (2020)

Scenic Design & Fabrication

- **Macy's Thanksgiving Day Parade** – Float Fabricator & Sculptor (2024)
- **The Equalizer, CBS** – Set Dresser (2022)
- **Awkwafina is Nora from Queens, Comedy Central** – Shop Manager & Set Dresser (2019)
- **Madam Secretary, CBS** – Set Dresser (2018)
- **American Psycho** – Associate Scenic Designer (2019)
- **42nd Street** – Associate Scenic Designer (2017)
- **Les Misérables** – Assistant Scenic Designer (2016)
- **You Can't Take It With You** – Scenic Designer (2018)
- **Don't Drink the Water** – Scenic Designer (2016)

Education & Instruction

- **Code.X - Code for Albania** – Design Instructor (2023)
- **Stanford University** – Teaching Assistant (2023)
- **Stanford University** – Residential Assistant (2022)

AWARDS

- Curtis J. Senie Memorial Design Award
- Scholastic Art Awards National Gold Medal
- Scholastic Art Awards National Silver Medal

EXHIBITED

- The Metropolitan Museum of Art, New York, NY
- MoMA, New York, NY
- Emeco House, Venice, CA
- The Smithsonian, Washington D.C

SKILLS

Design & Fabrication

- Scenic design, set dressing, prop creation, sculpting, carpentry (furniture and structural)
- Physical product development, toy design, prototyping, manufacturability considerations
- Material Expertise
- CNC machining, laser cutting, 3D printing, welding, injection molding

Technical Proficiency

- CAD modeling: SolidWorks, AutoCAD, 3ds Max
- Mechanical engineering principles: Design for manufacturability (DFM), design for assembly (DFA)

Creative Software

- 2D Design & Illustration: Adobe Photoshop, Adobe Illustrator, Figma
- 3D Modeling & Rendering: SolidWorks, AutoCAD, Blender, 3ds Max
- UI/UX Design: Figma

Project Management

- Cross-functional team leadership
- Process optimization
- Event Production
- Stakeholder Communication

Education & Training

- Curriculum development
- Workshop facilitation
- Teaching & Mentorship