

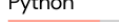
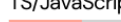




RYAN PENG

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SKILLS

Code

MATLAB  HTML/CSS 
Python  TS/JavaScript 
Java  C 

CAD/CAM

SolidWorks,
Fusion 360,
ABAQUS (FEA),
GD&T, Rhino,
SketchUp

Shop/MFG

Rapid Prototyping, JDE, Tulip,
Woodwork, 3D Print, Laser
Cut, Basic Metalwork, CNC, &
Machining, Arduino

Live/Media

DaVinci Resolve,
Final Cut Pro X,
Pro Tools, QLab,
ETCnomad

LEADERSHIP

Meiklejohn Peer Advising

First-Year Advisor | Aug 2023 – present

The Critical Review

Editor | Sep 2021 – present

College Curriculum Council

Voting Member | Oct 2022 – May 2024 (2-year term)

Better World by Design Conference

Co-Chair, Financial Signatory | Nov 2021 – Nov 2023

Formerly

Brown/RISD STEAM

Design for America RISD | Brown

TEDxBrownU

AWARDS

Eagle Scout

Boy Scouts of America

Presidential Scholar Semifinalist

US Department of Education

PROJECTS

Everyday Carry Smart Pill Dispenser

Team | Sep 2023 – Dec 2023

Leveraged user and market research to tackle pill discrimination, dispensing, and intake control. Prototyped a novel mechanical assembly addressing constraints elegantly and user-first.

Brass Lamp

Solo | Sep 2022 – Dec 2022

Experimented with form-first ideation to develop a seamless light fixture, which was adapted to hand-manufacturing processes to produce a physically aesthetic and electronically functional lamp.

EDUCATION

Brown University | 3.96 GPA

Providence, RI | Graduating May 2025

• Pursuing **Design Engineering, Sc.B.** and **Computer Science, A.B.**

Relevant coursework includes: Design of Mechanical Assemblies, Computer-Aided Vis. and Design, Solid Mechanics, Thermodynamics, Dynamics and Vibrations, Coordinated Mobile Robotics, Design Brief, Human Factors, Systems Thinking, Social Research Methods, Data Structures and Algorithms, Computer Systems, Object-Oriented Programming, User Experience and Interfaces, Applied Ordinary Differential Equations, Multivariable Calculus, Statistical Inference

Rhode Island School of Design

Providence, RI | Cross-Registration

• Studio and seminar coursework in **Industrial Design, Theory and History of Art and Design**

EXPERIENCE

Tiffany & Co. | New Product Development & Integration Intern

Cumberland, RI | June 2024 – present

- Analyze and refine new product designs with craftspeople for large-scale internal manufacturing.
- Coordinate with leads to execute prototyping and production test runs on the manufacturing floor.
- Optimize manufacturing processes through time studies, efficient work instructions, and costing.

Brown U. School of Engineering | Head Teaching Assistant

ENGN0032 Intro to Engineering: Design | Providence, RI | August 2022 – present

- With one co-HTA, manage 50+ TAs, homework, projects, and office hours for 350+ students.
- Make critical decisions regarding organization and training leading up to and during the course.
- Lead weekly studio, hold office hours, and mentor group projects on design thinking, statics.

Ocean Sunfish Research Project | Student Researcher

Monterey, CA (remote) | May 2023 – August 2023

- Analyzed, managed, and populated a citizen science database of Galapagos ocean sunfish used for non-invasive computer vision tagging.

St. Jude Children's Research Hospital | Undergrad. Researcher

Chi Lab | Memphis, TN | May – August 2022, 2023

- Adapted Linux high-performance computing cluster data analysis suite to a user-facing, open-source Windows standalone application.
- Genotyped up to 750 murine samples by polymerase chain reaction (PCR) and agarose gel weekly. Performed sgRNA cloning and immunostaining on demand.

Governor's School for Emerging Tech | Student Researcher

Wilson Lab | Cookeville, TN | June – July 2019

- Performed thermomechanics and cryogenics research of lead-free SAC305 solder including finite element analysis (FEA), tensile testing, electron microscopy, and thermal cycling.

LANGUAGES

Latin



Mandarin

