

AARON GREINER

ENGINEER | DESIGNER | ARTIST

CONTACT

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EDUCATION



OLIN COLLEGE OF ENGINEERING

CLASS OF 2018

Candidate for Bachelor of Science in
Design Engineering

WARING SCHOOL (GRADES 6-12)

CLASS OF 2014

[Graduated May 2014]

SKILLS



Illustrator, Photoshop,
InDesign, MATLAB, HTML, CSS,
SolidWorks, Onshape, Final Cut
Pro



fluent in French, proficient in
Spanish and Swahili



proficient in drawing, painting,
sculpture, graphic design,
photography, videography



machine shop, 3D printer, mill,
lathe, welding, laser cutter

EXPERIENCE

RETURN DESIGN

OLIN COLLEGE OF ENGINEERING (2016 - present)

I presented a booth at South by South Lawn at the White house,
and worked on communication design projects.

OLIN WORKSHOP ON THE LIBRARY

OLIN COLLEGE OF ENGINEERING (2015 - present)

I helped to rethink how the Olin Library could be used by
redesigning spaces and resources.

TWENDE SOCIAL INNOVATION CENTER

ARUSHA, TANZANIA (2016)

I provided design work for the center and local innovators, and
worked to improve the workshop space.

MARKETING AND COMMUNICATIONS INTERN

OLIN COLLEGE OF ENGINEERING (2014 - 2016)

I designed banners, web pages, and other material for the
college.

ACTIVITIES & PROJECTS

GROW

As a co-leader of GROW (Olin's sustainability club), I got reusable
travel mugs in the dining hall, switched school to single stream
recycling, and worked with facilities to implement sustainable
solutions.

THE ACRONYM (POP-UP COFFEE AND TEA SHOP)

I helped to found and operate the ACRONYM, a community
experiment in bringing together students, faculty, and staff to
generate more community and culture on campus.

GCSP (GRAND CHALLENGE SCHOLARS PROGRAM)

I was part of a team from Olin College (one of 6 teams from the
US) selected to attend the 2015 CCGS in Beijing, China to present
a business to help English Language Learners we developed.

MIT ACCESSIBLE TECHNOLOGIES HACKATHON

My team won 3rd place at ATHack 2016 for designing a way for a
woman with daily refractory epilepsy and her parents to interact.

FOODSOURCE

In UOCD, a user-oriented design class, I worked with my team
to design two components of a campaign to promote local
agriculture.