

Bellissima Arriaga

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PROFESSIONAL SUMMARY

Design engineer and innovation strategist focused on bridging the gap between concepts and market-ready products. Experienced in makerspace operations, rapid prototyping, and coaching inventors to refine ideas into feasible pitches. Blends deep technical fabrication knowledge with industry research and a deep passion for toys.

EDUCATION

USC Jimmy Iovine and Andre Young Academy MSIDBT	August 2024 - May 2026 Los Angeles, CA
UC Santa Barbara BS Molecular, Cellular, Developmental Biology	August 2018 - December 2022 Santa Barbara, CA

WORK EXPERIENCE

Senior Program Director – Product Incubation & Strategy URBAN TXT: Teens Exploring Technology	June 2025 – August 2025 Los Angeles, CA
<ul style="list-style-type: none">Managed a product incubation pipeline for 32 student creators, guiding concepts from ideation to MVP release within tight agile constraints.Oversaw project lifecycles using Agile/Scrum methodologies, identifying bottlenecks in development and ensuring deliverables met quality standards on time.Directed pitch development for 10 product teams, refining narratives for market fit, user acquisition, and value proposition before presentation to investors.Delivered lectures on Agile, Lean Startup, product roadmaps, developing user personas, and design strategy.	
Makerspace Development Lead URBAN TXT: Teens Exploring Technology	January 2025 – June 2025 Los Angeles, CA
<ul style="list-style-type: none">Designed and operationalized a 2,000 sq. ft. fabrication ecosystem, selecting equipment and defining workflows to maximize creative output for diverse maker communities.Executed spatial planning and resource allocation strategies using CAD modeling to optimize budget efficiency and workflow ergonomics.Established youth learning pathways including design workshops, mentorship certifications, and lab activities.	
Makerspace Lead Assistant UC Santa Barbara Library	May 2022 – July 2024 Los Angeles, CA
<ul style="list-style-type: none">Served as lead subject matter expert on student needs, inclusive space design, and optimization of space for a 1,400 sq. Ft. makerspace inside the UCSB Library.Researched space design and curriculum development for 3D printing, laser cutting, sewing, embroidery electronics, and prototyping.Employed interactive 2D models of floor plans in meetings to help plan equipment and furniture needs.Designed interviews, hiring standards, on-boarding, and development plans for new Makerspace Student Staff.	

SKILLS

Languages R, Matlab, HTML, Spanish - Mexico (Fluent), Cross-Functional Team Communications
Strategy Agile/Scrum, Design Thinking, Pitch Deck Development, Trend Forecasting, User Research
Tools Git, Visual Studio Code, JIRA, Figma, Adobe Creative Suite, Artificial Intelligence
Design Inclusive Design, Systems Thinking, Speculative/Futures Design, Rapid Prototyping, Process Documentation
Fabrication 3D Modeling/Printing, Laser Cutting, Sewing, Embroidery, Patterning, Experience Design