

Max Shen

San Francisco Bay Area

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As a lifelong Disney Parks visitor, I love decoding the magic by understanding how things work and how they could be better. My aspirations of contributing to this legacy have pushed me to pursue a multidisciplinary path, and my work is characterized by immersive and playful experiences, crossing science, technology, and the arts.

HIGHLIGHTS

Patent Inventor IDEO Play Design Exploratorium Exhibits MIT Experience Design
Workshop Instruction for Stanford d.school Founder of stria.org Wood and Metal Fabrication

SKILLS

Production: Solidworks, Fusion360, Rhino, Photoshop, Illustrator, Fabrication, Rapid Prototyping, Classical Art

Design: Creative Ideation, Storytelling, Visual and Verbal Communication, Self-Direction, Team Collaboration

PROJECTS

Custom Animatronics Theater Experience Redesign Technical Fabrications Interactive Science Exhibits

RELEVANT EXPERIENCE

Production Design Intern (*June 2025 – September 2025; July 2026 – Present*)

Walt Disney Imagineering, Glendale, CA

- Participated in blue sky and concept creative ideation on a daily basis, driving early stage development
- Identified opportunities, planned, and executed mockups to solidify creative intent and feasibility early in the design process

Play Lab Design Intern (*June 2024 – August 2024*)

IDEO, San Francisco, CA

- Worked as a core designer to reimagine play, capturing the excitement of opening and discovering new toys without the plastic waste and quick discard, partnered with major toy industry players
- Worked as lead designer to create a reloadable medicine injection system for a major global NGO

Founder and Lead (*August 2017 – July 2022*)

STRIA LABS, INC., Burlingame, CA

- Led an interdisciplinary team of over 20, inventing blind accessibility technology based on robust research
- Spent hundreds of hours working directly with users and was integral to design of over a dozen prototypes
- Responsible for corporate partnerships, navigated certifications, secured US Patent No. 10,639,228

Technical Designer (*November 2020 – June 2021*)

MAKESAFE TOOLS, San Diego, CA

- Designed, fabricated, and installed custom circuit boards and complex power control systems on machines

Exhibits Design Intern (*August 2019 – March 2020*)

THE EXPLORATORIUM, San Francisco, CA

- Conceived of and fabricated exhibits, immersing and engaging the museum's millions of annual guests

Design Intern (*May 2019 – August 2019*)

MASSACHUSETTS INSTITUTE OF TECHNOLOGY, Boston, MA

- Worked at the MIT Edgerton Center to design engaging optical experiences for Global Teaching Labs

Architectural Concept Intern (*June 2017 – September 2017*)

ALISTO ENGINEERING GROUP, Walnut Creek, CA

- Worked with a senior program manager to create a full proposal for an innovative themed dining venue
- Created technical floor plans, budget estimates, location plans, FF&E, concept art, design schedule, etc.

EDUCATION

Stanford University B.S. Physical Design, B.S. Honors Marine Biology, M.S. Biology

AWARDS

US Patent No. 10,639,228

SXSW EDU Student Startup Competition Winner

Jacobsen Institute Inventor's Challenge Winner

Joey Kovacevich Social Innovation Fellowship

AT&T Design Challenge Winner

General Motors Ashoka Changemaker Award

Runner-Up Project Paradigm Winner