



Contact

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Portfolio
Elimikiten.com

Address
1601 Delaware St
Berkeley, CA

Education

University of Oregon
Graduation June 2025

BFA in Product Design
Minor in Business and
Entrepreneurship.

GPA 3.82

Recognition

IDSA Student Merit Award -
National Recipient
U of O Press - [Meet a Duck](#)
[Designing Extraordinary](#)
[Things for Everyday Life.](#)

Skills

Solidworks	Rhino 3D
Metal Working	Adobe
CNC Machining	Surfacing
Photography	KeyShot
SLA, FDM, SLS	Procreate
Communication	Clo 3D
Research	Figma
(Qual and Quant)	Fusion 360

Eli Lief Mikiten

Industrial Designer

Industrial Designer and experienced Human-Centered Designer specializing in creating products, buildings, and spaces for individuals with disabilities. My Industrial Design work creates empowering products. As a part-time wheelchair user with Osteogenesis Imperfecta, I've provided unique lived experience insights as a Universal Design consultant. I've consulted global tech companies to assess and implement Universal Design improvements beyond the ADA. I've collaborated with international teams on universal design solutions at scale on-site in San Francisco, Boston, New York, Dublin, London, and Paris.

Experience

VVolt eBikes | Industrial Design Intern

Sep '24 - Jul '25

- Designed and developed hard-goods accessories for e-bikes (Integrated lighting systems, cargo racks, fenders, control interfaces), ensuring system compatibility and durability.
- Synthesized user insights and market research into design concepts; refined CMF exploration, engineering feasibility, design for manufacturing, and cross-functional reviews.
- Built and tested prototypes using rapid prototyping with engineering grade materials to validate usability, ergonomics, and mechanical performance.

KeyShot | Student Liaison

July '23 - Jun '25

- Pioneered KeyShot's Student Ambassador program as one of four founding students, establishing initiatives and best practices that scaled to hundreds of global participants.
- Led workshops and presentations and national design competitions to educate students on KeyShot's rendering capabilities, integrating the software into coursework and fostering industry-standard visualization skills.
- Collaborated with the KeyShot team, offering user insights to improve product usability, enhance features, and align the software with educational needs.

The Art of Access | Human Centered Designer

Feb '21- Dec '23

- Designed accessible spaces in homes, apartments, and workspaces, integrating Universal Design principles to enhance usability for diverse populations.
- Authored and published a 21-page bulletin for the San Francisco Mayor's Office on Disability (MOD), documenting multifamily accessibility code interpretations for use by architects and developers.
- Collaborated with leading architecture firms, including WRNS Studio, The Kelcy, and Gensler, to implement accessibility guidelines in tech offices and housing developments.

WJE Associates, inc | Architectural Intern

Summer 2018 and '19

- Conducted forensic analysis of buildings and structures affected by fires, earthquakes, floods, and other natural disasters, identifying structural failures and safety risks.
- Collaborated with a global team of engineers, architects, and materials scientists to develop solutions for resilience and recovery in the built environment.