

Bellissima Arriaga

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PROFESSIONAL SUMMARY

Creative technologist and design thinker passionate about transforming complex challenges into elegant solutions. Background in integrated design, business, and technology, with a bachelor's degree in molecular, cellular, and developmental biology. Experienced in STEAM education and makerspace development with technical proficiency in fabrication tools including 3D printers, laser cutters, and CNC machines. Skilled in instructional design and communicating complex information to diverse audiences. Lifelong learner dedicated to fostering innovation, community building, and impactful projects.

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 – Summer Coding Leadership Academy

June 2025 – August 2025

URBAN TXT: Teens Exploring Technology

Los Angeles, CA

- Guided 32 students across cross-functional teams to build mobile apps addressing community issues.
- Facilitated 38+ sprints, daily stand-ups, and backlog tracking to maintain momentum and focus.
- Coached 10 teams to refine pitch decks, delivery, and demos for 200+ community members and investors.
- Delivered lectures on Agile, Lean Startup, product roadmaps, personas, and design strategy.

Makerspace Development Lead

January 2025 – June 2025

URBAN TXT: Teens Exploring Technology

Los Angeles, CA

- Spearheaded strategic vision and development of a 2,000 sq. ft. makerspace in South Los Angeles.
- Researched inclusive innovation practices to design zones for 3D printing, laser cutting, and collaboration.
- Created a 3D printed scale model for planning, saving time and money before purchases.
- Designed youth pathways including workshops, mentorship certifications, and creative sprints.

Makerspace Lead Assistant

May 2022 – July 2024

UC Santa Barbara Library

Los Angeles, CA

- Operated 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

Frameworks & Methods | Agile, Iterative Ideation, Lean Startup

Tools | Git, Visual Studio Code, JIRA, Canvas, Moodle, Figma, Adobe Creative Suite, TouchDesigner

Design | Inclusive Design, Systems Thinking, Speculative/Futures Design, Rapid Prototyping

Fabrication | 3D Modeling/Printing, Laser Cutting, Sewing & Embroidery, Set Design