

BHANU RISHITH REDDY KESAVAREDDY GARI

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U.S. Citizen

EDUCATION

Bachelor of Science in Engineering: Mechanical Engineering

Cumulative GPA: 3.74/4.00

Ira A. Fulton Schools of Engineering, Arizona State University

Expected Graduation: July 2027

Awards and Honors: Dean's List (Fall 2024; Spring 2025); New American University Scholarship (5k/yr)

SKILLS AND INTERESTS

Languages: English (Fluent), Telugu (Native Proficiency)

Technical Skills: SOLIDWORKS, CAD, Engineering Drawings, Mechanical Design, Product Design, Blender (Hard Surface Modeling), Additive Manufacturing, 3D Printing

Professional Skills: Project Management, Team Leadership, Customer Service

Certifications: SOLIDWORKS CSWP (July 2025), SOLIDWORKS CSWA (July 2025)

PROJECTS

Automotive Digital Prototyping

- Modeled a complete, high-fidelity digital twin of a BMW M340i in Blender using advanced hard-surface modeling techniques.
- Utilized the vehicle model as a geometric baseline to engineer and prototype a fully custom aerodynamic front lip, ensuring precise fitment and clearance.
- Rendered product-style visualizations to validate design aesthetics and component integration.

LEADERSHIP EXPERIENCE

Lakin Prep Academy *Design Lead* August 2024 - March 2026 **Avondale, Arizona**

- Led the design and prototyping of safe, affordable sensory products for children with limited verbal communication.
- Collaborated with a team of 6 members to research, design and build sensory toys for children at Lakin Prep Academy.
- Competed in the elite pitch competition, presenting the design and business case to a panel of professional judges
- Delivered finalized sensory toy designs to Lakin Prep Academy and supported initial rollout; validated usability through real student usage and feedback from staff.

PROFESSIONAL EXPERIENCE

3D Modeling Contractor (Blender) January 2021 – Present **Remote**

- Produced game-ready 3D assets in Blender for a Roblox studio with 400K+ followers and experiences totaling 6M+ visits.
- Translated references and requirements into clean, optimized models; iterated quickly through feedback cycles to meet quality and deadline expectations.
- Collaborated with multiple independent developers to deliver meshes, textures/materials, and exports aligned to in-game performance constraints.

F.L.A.T *Automotive Technician* September 2025 – January 2026 **Tolleson, Arizona**

- Conducted quick condition + safety checks and documented defects/anomalies to support inspection/maintenance workflows.
- Followed standard operating procedures (SOPs) and safety protocols to move over 400 vehicles valued at \$2M+ through staging and auction lanes with zero incidents.