



ABOUT ME

NAME:

Alex Stewart

PORTFOLIO:

alexstew.myportfolio.com

PRONOUNS:

he/him

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PHONE:

+1 (352) 610-0711

With the mission of bringing out the beauty in practicality and the practicality in beauty, I strive to meet real-world problems with focused, human-centered solutions. I work across scales at the intersection of the technical and the aesthetic, creating things that catch attention, provoke thought, and inspire. When I'm not designing or studying, you can usually find me rock climbing or laughing at movies with friends.

EDUCATION

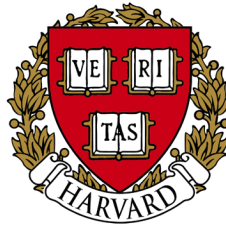


Massachusetts Institute of Technology

Master of Architecture

Morningside Academy for Design Fellow

2022 - 2026



Harvard University

B.A.: Art, Film, and Visual Studies

Minor: History of Art and Architecture

2017 - 2022 (Cum Laude, Highest Honors)

WORK



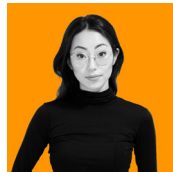
KIERANTIMBERLAKE

Architecture Intern

KieranTimberlake

Philadelphia, PA

Jun 2025 - Aug 2025



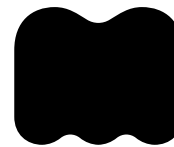
Architectural Video Asset

Designer/Content Contributor

Dami Lee

Vancouver, CA

Feb 2025 - May 2025



Architectural/Product

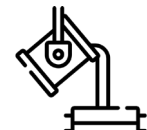
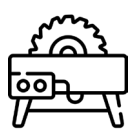
Design Intern

Meaningful Studio

Paris, FR

Jun 2024 - Aug 2024

SKILLS



Alex Stewart

[Portfolio](#) ▪ alexstew@mit.edu ▪ +1 (352) 610-0711 ▪ Pronouns: he/him/his

Human-focused design graduate student who utilizes 5+ years of multidisciplinary creative and technical training to bring fresh perspectives and develop real-world solutions. Adept at various industrial/architectural/UX design software programs, user research methods, presentation tools, and fabrication techniques. Excellent communication and teamwork skills.

EDUCATION

Massachusetts Institute of Technology Master of Architecture (GPA 4.8/5.0), Class of 2026 *Cambridge, MA*

- Morningside Academy for Design Fellow, 2025
- National Organization for Minority Architecture Students

Harvard University Bachelor of Arts in Art, Film, and Visual Studies (GPA 3.9/4.0), Class of 2022 *Cambridge, MA*

- Cum Laude with Highest Honors. Secondary in History of Art and Architecture

Pasco-Hernando State College Associate of Arts with Honors (GPA 4.0/4.0), Class of 2017 *Brooksville, FL*

SKILLS

Software Rhino, Revit, Blender, SolidWorks, V-Ray, Enscape, D5, Keyshot, Sketchbook, Procreate, Figma, Adobe Creative Suite, Miro, Canva, Chaos Cosmos, Altium, Formlabs, Climate Studio, Grasshopper, Microsoft and Google Suites

Programming Python, JavaScript

Fabrication 3-D printing, laser cutting, CNC, molding/casting (concrete, silicone, plastic, rubber), foam, woodworking, soldering, flux core welding, waterjetting, stitching, etc.

Languages English (Native), Spanish (Intermediate), Japanese (Beginner), French (Beginner)

DESIGN EXPERIENCE

Kieran Timberlake *Philadelphia, PA*
Architecture Intern *Jun 2025 - Aug 2025*

- Worked in a dedicated project team to complete professional architectural design tasks across scales.
- Participated in roundtables and presentations to communicate and refine ideas.

Dami Lee *Vancouver, CA*
Architectural Video Asset Designer/Content Creator *Feb 2025 - May 2025*

- Designed visuals and graphics for architectural YouTube videos using a variety of 2-D and 3-D design tools.
- Coordinated with team to conduct relevant project research and create efficient, cohesive assets in a timely manner.

Meaningful *Paris, FR*
Architectural/Product Design Intern *Jun 2024 - Aug 2024*

- Designed physical, digital, and architectural products using a range of design software and fabrication methods.
- Balanced multiple projects at multiple scales with team meetings, client workshops, and user research.

ArchShops *Cambridge, MA*
Shop Monitor *Sep 2023 - May 2025*

- Maintained and ensured safety around the equipment and machines in MIT Architecture's fabrication workshops.
- Operated and taught devices and methods for CNC, laser cutting, 3-D printing, casting, painting, waterjetting, woodworking, and metalworking.

Tangible Media Group at the MIT Media Lab *Cambridge, MA*
Design Research Assistant *Jun 2023 - Sep 2023*

- Interaction design and user research job. Worked with PhD candidates and professors to ideate, design, prototype, and build devices that render digital means of interpersonal connection more tangible.
- Prepared questions for user studies and prototyped physically interactive communication devices.

MIT Integrated Design and Management Labs: StreamLine *Cambridge, MA*
Graduate Researcher-Designer *Jan 2023 - May 2023*

- UX research and design project. Collaborated in a team of 5 to develop a UX solution that brings joy to patrons waiting for service at congested restaurants and cafes.
- Identified problem area, conducted stakeholder interviews and observations, and identified unmet needs. Enacted agile product development to quickly and efficiently design, prototype, and execute a solution.

Afrotecture (Re)Collection at the Harvard Radcliffe Institute for Advanced Study *Cambridge, MA*
Design Research Partner *Sep 2021 - May 2022*

- Cultural design and research job. Researched and documented icons, symbols, readings, spaces, structures, people, and events related to design in African American culture; designed and printed 3-D models pertaining to findings.