Aisha Kazembe
Computational Designer
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Education

Parsons School of Design
M.F.A. in Design and Technology (2024–2026)
Relevant coursework: Computational Design, UX/UI, 3D Design, Prototyping, Data Visualization
University of Southern California (USC)
B.S. in Environmental Engineering (2018–2022)
Thesis: Sustainable Building Design

Skills

Technical:

- Computational Design: Grasshopper (advanced data trees, plugin integration), Rhino, Digital Fabrication
- AI/Cloud Integration: Python, JavaScript, System Design, Data Architecture
- AEC Tools: LEED Certification, Sustainable Building Design
- Prototyping: Cinema 4D, Adobe Creative Suite, Figma, Blender, Digital Fabrication, Arduino
- Programming: Python, JavaScript, HTML, CSS, C++

Soft Skills:

- Collaborative Problem-Solving | Agile Methodologies | Client Presentations

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Professional Experience

Ernst & Young (EY) – Climate Change and Sustainability Tech Transformations
Senior Consultant (2022–2024) | New York, NY

- Developed ESG data systems using proprietary coding language and SQL, automating compliance reporting for clients in tech/pharma, working on both back and front end systems.
- Led user testing for sustainability tools, creating training materials to streamline client adoption.

USC Civil/Environmental Engineering Lab
Student Researcher (2020–2021) | Los Angeles, CA

- Built an Augmented Reality Sandbox with real-time terrain projections (Python, C++), to display environmental and climate data.

USC School of Architecture Digital Fabrication Lab
Digital Fabrication Assistant (2019–2022) | Los Angeles, CA

- Operated Rhino/Grasshopper workflows for laser-cut and 3D print architecture prototypes.

ReNUWit Research Internship
Research Intern (2020–2021) | Los Angeles/Stanford

- Designed a MySQL database for water infrastructure research on agricultural best management practices to provide data to farmers in the arid west United States.
- Created Python visualizations to analyze and display program data.

C-Wise Design and Consulting Services
Intern (June–August 2019), Iowa City

- Prepared LEED-certified architecture documentation and green building project plans.
- Conducted precedent research and launched branding materials for a clean energy district.
- Enhanced online presence with a new brand package.

USC School of Architecture Digital Fabrication Lab
Digital Fabrication Assistant (2019–2022), Los Angeles

- Operated and maintained laser cutting machines as the primary resource.
- Assisted students in troubleshooting Illustrator and Rhino files.

- Collaborated on projects using Rhino and Grasshopper.

Projects

Sustainable Building Prototype (USC, 2022)

- Used excel and 2D design software to design a sustainable building with a civil engineering team (as part of the environmental engineering team).
- This project included water resource and treatment design, pipe design, capacity estimates and limits, water estimates and limits, electricity usage, estimates, and limits, and solar energy reserve planning.

Memory Box (Parsons, 2024)

- Used wood working, Google Sheets, code (C++), Google Cloud API, receipt printer, and Arduino R4 Wifi to design and build memory box
- The memory box included a wooden chest containing a receipt printer. The printer was connected to Google Sheets via Arduino R4 Wifi and Google Cloud API, and printed out messages sent to the box through a Google Form.

ChtRm (In progress, Parsons 2025)

- ChtRm is a chatroom project designed to highlight the relationships between language and technology, through a game-afied approach.
- This project is a chatroom that uses a hand-built moderation system to replace or block certain words sent in the chatroom, inviting users to communicate in MadLibs style.