

# AVA GARFINKEL

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## WORK EXPERIENCE

**Hasbro** – Associate Game Designer

June 2023 – Present

- Lead Game Designer for Hasbro's two franchise brands Monopoly and Clue, responsible for ensuring innovative, accessible, and high-quality gameplay experiences across all franchise expressions.
- Collaborate with major licensors including Warner Brothers, Mattel, and Disney to create licensed games that align with Hasbro brands and licensor expectations.
- Responsible for evaluating and developing inventor submissions across many categories including franchise, portfolio, preschool, and party.
- Work directly with the CEO on the design and development of a strategy board game to be used as an internal corporate training tool.

## PROJECTS

**Monopoly Go**

Hasbro, Fall 2023

- Designed and developed a board game based on the popular Monopoly GO app. Recognized by PureWow and Good Housekeeping in 2024 for best kids' games.
- Worked on an extremely aggressive schedule to design, test, refine, approve, and manufacture product for an on-shelf date less than one year from project kickoff.
- Designed preliminary CAD with considerations for injection molding manufacturing.

**Monopoly Board Crawl**

Hasbro, Fall 2023

- Designed and developed an adult party game version of the classic Monopoly board game, working towards the broader company mission to expand Hasbro presence in the party game category.
- Worked closely with narrative, graphic, and legal partners to ensure consistency across Monopoly brand and clear differentiation from competitor game Drinkopoly.

**Little Chef**

MADE, Summer 2022

- Worked collaboratively with an interdisciplinary team to design and fabricate an electronic board game for children ages 7+ to teach the fundamentals of coding.
- Acted as lead designer to design, model, refine, and construct all game components.
- Created a project road map to guarantee a completed looks-like and works-like prototype within a 6-week timeframe.

## EDUCATION

**Brown University and Rhode Island School of Design**

July 2022 – May 2023

Master of Art in Design Engineering (MADE)

**Brown University**

September 2018 – May 2022

Bachelor of Science in Mechanical Engineering

## AWARDS + RECOGNITION

**Hero of the Realm:** Awarded internally to teams and individuals at Hasbro who have had a tremendous impact on the business. Received for my work on Monopoly Go.

**Rising Start Innovator of the Year 2024:** Recognized by the People of Play organization at the annual TAGIEs for my work on Monopoly Go.

**Top 100 Most Influential People in Toy and Game Design Today:** Recognized by Mojo Nation in their 2025 edition of the most influential figures working in toy and game design.