

AUDREY JI

Industrial Designer | Design Engineer

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A multidisciplinary designer with expertise in design engineering and industrial design, driven to create user-centered products that inspire connection and innovation, dedicated to solutions that resonate with diverse audiences.

RELEVANT WORK EXPERIENCE

Disney | Marvel Entertainment, Product Design Intern

Glendale, CA | June 2022 - June 2023

- Independently managed design projects simultaneously, ensuring quality execution under tight deadlines.
- Conceptualized and designed innovative toys and themed products for Marvel's iconic IPs (*Spider-Man, Iron Man, Black Panther* etc.), tailored to diverse audiences.
- Developed detailed sketches, design sheets, and visual references, adhering to brand guidelines and character licensing requirements.
- Collaborated with senior designers and cross-functional teams to deliver compelling concepts that aligned with consumer insights and market trends.
- Had hands-on experience with the entire product development cycle, from ideation to production.

Dashiji Innovations, Product Development Freelance

San Jose, CA | January 2020 -2023 (project-by project basis)

- Designed headphone adjustments, earbud concepts, and CMF (Color, Material, Finish) solutions with a focus on manufacturability and tooling constraints.
- Engineered CAD models using SolidWorks for prototyping, leveraging 3D printing to test and refine designs.
- Delivered high-quality renderings and worked closely with the project manager to optimize concepts and align approved with production requirements.
- Maintained ongoing communication with the company to ensure a smooth development through to mass production.

EDUCATION

Brown University & Rhode Island School of Design (RISD), Master's of Arts in Design Engineering (MADE)

Providence, RI | June 2024-June 2025 (Expected)

- Relevant Coursework: Design Research, User-Research, User Experience Design, Design of Mechanical Assemblies, Design Thinking, Interactive Design, Business Principles, Systems Design, Game Design

Pratt Institute, Bachelor's of Industrial Design (BID)

Brooklyn, NY | 2018-2022

- GPA: 3.74 | Graduated with Honors | Merit Scholarship Recipient | Minor in Sustainable Studies
- Relevant Coursework: Consumer Product Design, Toy Design, UI/UX Design, Exhibition Design, Food Design, Form Design, Home Decor Design, SolidWorks Design Engineering, Medical Prototypes, Environmental Psychology, Ceramics, Jewelry

SKILLS

Technical Tools: SolidWorks (CAD), KeyShot (Rendering), Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere), Figma, Nomad Sculpt.

Prototyping: 3D printing, CNC machining, laser cutting, mold-making, rapid-prototyping (from paper to pink foam, high-fidelity prototypes), traditional crafting (wood, ceramics, leather, metals etc...).

User Research: Ergonomics, user interviews, behavioral research, data analysis/synthesis, usability testing, journey mapping.

Visual Communication: Product photography, design sheets, presentations, sketching, branding.

Mechanical & Electrical Integration: Basic understanding of mechanical systems and electronics.

Design Methodologies: Design thinking, user-centered design, prototyping, UI/UX wireframing.

Manufacturing Processes: tooling constraints, CMF, design for mass production.

Project Management: Task management, multidisciplinary /cross functional collaboration, meeting deadlines.

Languages: English, Mandarin Chinese.