

# Audrey Ji

Industrial Designer

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PORTFOLIO—  
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## Relevant Work Experience

**Disney** — *Marvel Product Design Intern* Glendale, CA | June 2022 - June 2023

- \_ Designed toy and product concepts for major Marvel IPs including Spider-Man, Iron Man, and Black Panther, translating storytelling strategies into sketches, presentation decks, and production-facing design guides.
- \_ Led the end-to-end design of the Black Panther Gauntlet (\$99) and Spider-Man's First Modular Webshooter toy as manufactured and sold and evaluated and reworked licensee concepts for alignment to Marvel IP direction.
- \_ Collaborated across packaging, franchise, marketing, and product teams to align concepts with trend insights, category growth opportunities, and licensing requirements under fast-paced development timelines.

**Freelance**— *Product Development/ Industrial Design* San Jose, CA | January 2020 -2026

- \_ Developed headphone components and technical audio hardware for professional at-home environments, balancing CMF direction, manufacturability, and user experience considerations.
- \_ Refined SolidWorks CAD models, produced iterative prototypes through 3D printing, and created visual assets to support development from R&D through production communication.

## Education

**Brown University & Rhode Island School of Design (RISD)** — *Master of Arts in Design Engineering*

Providence, RI | 2024-2025

- \_ Awarded School of Engineering's Master's Outstanding Senior Teaching Assistant Award
- \_ Focused on interdisciplinary collaboration, speculative future innovations, design research, AI integrated design and user-centered design for physical products, interactive experiences and digital systems.

**Pratt Institute** — *Bachelor of Industrial Design (BID)* Brooklyn, NY | 2018-2022

- \_ GPA: 3.74 | Graduated with Honors | Merit Scholarship Recipient | Minor in Sustainable Studies
- \_ Built a multidisciplinary design foundation spanning spatial, experiential, and product design, supported by hands-on prototyping across digital and physical products.

## Highlighted Projects

**CORO** — *Accessibility-focused Haptic Wearable Device for Group Fitness*

- \_ Designed an accessibility-focused haptic wearable system that translated fitness instruction into vibration-based cues for Deaf and hard-of-hearing participants.
- \_ Iterated on wearable form, textile integration, and silicone housing solutions to support comfort, electronics integration, and usability during active movement.
- \_ Conducted UX research, prototyping, and electronics integration in collaboration with an Interaction Researcher/Designer and Computer Engineer to *enhance Deaf/hard of hearing user experiences*.

**ZOEA** — *Solar Charging Power Bank*

- \_ Reframed the power bank to provide behavioral-driven needs, designing a solar-charging power bank that is seamlessly integrated to its home and portable environments.

## Skills

**Industrial Design** — Form Development, CMF, Design Strategy, Trend Research, User-Centered Design, Design for Manufacturing, Material Exploration, UX Research

**Digital Tools** — 3D & Digital Tools — SolidWorks, KeyShot, Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere), Figma, GenAI

**Prototyping** — 3D Printing (FDM, SLA), Laser Cutting, Mold-Making, Rapid & High-Fidelity Prototyping

**Visual Communication** — Sketching, Storytelling, Product Rendering, Design Sheets, Presentation Design

**Manufacturing Needs** — Tooling Constraints, Design for Mass Production, CMF, Material Qualities

**Fluent Languages** — English, Mandarin Chinese