

# 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 toys and product concepts for Marvel IPs (Spider-Man, Iron Man, Black Panther), creating sketches, presentation decks and deco guides to communicate storytelling and design strategy.
- \_ Collaborated with cross-functional teams to align products with trend insights and category growth while managing multiple projects under tight timelines.

**Freelance**— *Product Development* San Jose, CA | January 2020 -Current

- \_ Developed headphone and technical audio hardware components for professional at-home use, emphasis on CMF and manufacturability
- \_ Refined CAD models in SolidWorks, prototyped with 3D printing, and delivered visual assets including sketches to support R&D through to mass production.

## 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 for Group Fitness*

- \_ Engineered an *accessibility-focused haptic wearable* with optimized vibration feedback for fitness instruction.
- \_ Designed the form through iterations and explorations of textile and silicon material, housing electronic assemblies and studying and testing user experiences.
- \_ Conducted UX research, electronics integration, and prototyping in collaboration with an Interaction Researcher/Designer and Computer Engineer to *enhance Deaf/hard of hearing 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

**3-D Tools** — 3D-Modeling/CAD (SolidWorks, KeyShot Rendering and Animation), Digital Sculpting  
**Design Tools** — Adobe Creative Suite (InDesign, Photoshop, Illustrator, Premiere), Figma, Miro, GenAI  
**Prototyping** — 3D Printing (FDM, SLA), Laser Cutting, Mold-Making, Rapid & High-Fidelity Prototyping  
**Visual Communication** — Presentations, Product Photography, Design Sheets, Sketching  
**Manufacturing Needs** — Tooling Constraints, Design for Mass Production, CMF, Material Qualities  
**Fluent Languages** — English, Mandarin Chinese