

# 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 EXPERIENCE

### **Disney | Marvel Entertainment, Product Designer**

Glendale, CA | June 2022 - June 2023

- Independently managed design projects simultaneously, ensuring quality execution under tight deadlines as an intern..
- 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 sketches, design sheets, and visual references, following 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.
- 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.
- Produced high-quality renderings and collaborated with the project manager to align designs with production needs
- Maintained ongoing communication with the company to ensure a smooth development through to mass production.

### **Brown University, Project Manager & Senior Teaching Assistant**

Providence, RI | January 2025-Current

- Master's Outstanding Teaching Assistant Award**
- Led and designed mini-modular workshops for a design engineering course.
- Managed logistics, including inventory, supply orders, and documentation in Google Sheets.
- Collaborated with faculty to refine course structure in line with updated objectives.
- Supported student projects with guidance on design processes and prototyping techniques.
- Coordinated asset collection, installation development, and video programming.

## 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, UI/UX Design, AR/VR

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