# Jennifer Dong (she/her)

Human-Centered Technology Design | B.S. Industrial Design (Graduating May 2026)

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Location: 1031 Curran St NW Unit B, Atlanta GA 30318

## SUMMARY

**Creative, passionate, and curious.** Strong skills in design thinking, research and development. Interested in social robotics, human augmentation, and assistive technology. Currently studying Dutch, learning bass guitar, and getting back into figure skating.

## EDUCATION

**B.S. Industrial Design**
Georgia Institute of Technology,  GPA 3.79/4.00

Atlanta, GA
08/2023 - Present

**B.F.A Industrial Design**
Purdue University,  GPA 3.93/4.00

West Lafayette, IN
08/2022 - 05/2023

## EXPERIENCE

**Student Researcher: Designer in Interaction and Ergonomics**
Georgia Tech VIP Program: I-WIN (Interactive Wearable Interfaces)

Atlanta, GA
08/2025 - Present

- Improved clinical, commercial, and research usability for the **task-agnostic human augmentation** exoskeleton developed by GT EPIC Lab.

**Volunteer Assistive Device Maker**
Makers Making Change

Remote
11/2024 - 05/2025

- Communicate with requester, design, customize, build, and distribute **3D printed assistive technology.**
- Collaborated with {5} designers and engineers in open source projects to develop new solutions.

**Freelance Artist & Designer**
Self-Employed

Remote
08/2023 - Present

- Create **commercial and personal commissions**, including logos, advertising, graphic design, and character design, averaging {3} clients a month.

**Student Researcher: UX Designer**
Georgia Tech VIP Program: Global Assistive Technology Innovation

Atlanta, GA
01/2024 - 05/2024

- Developed a co-design framework to **improve access to assistive technology** in the **Global South**, focusing on Rwanda this semester.
- Engage in weekly team meetings, researched, documented project progress, presented findings and recommendations.

**Cashier & Barista**
Taichi Bubble Tea

Syracuse, NY
07/2022 - 01/2023

- Handled transactions, provided customer service, and assisted in food and beverage preparation, adapting to **high-paced environments.**

## PROJECTS

**Robotic Environment | ID 4071 (Fall 2025)**

Develop a **sensory ritual robot** designed to bring awareness to **digital addiction.**

**Fido E-Bike | ID 3042 (Spring 2025)**

Design a build-it-yourself **bike** that cultivates deep emotional attachment, **inspiring users to maintain it with care.**

**Monolith Event Calendar | ID 3824 (Fall 2024)**

Create a space that **increases visibility of event information** for students, faculty, and visitors.

**Clocks & Monsters | ID 2023 (Fall 2023)**

Design an **educational toy** that addresses the declining **literacy of analog clocks** by combining storytelling and game design.

## SKILLS

**Analog:**
Design Thinking, Concept Ideation, CMF, DFMA, Ethnographic Research, User Testing, Personas, Needfinding, Sketching, Rendering, White Space Mapping, Fabrication, Branding, Human Factors & Ergonomics, Interaction Design, User Experience, Smart Products, Inclusivity, Design with Disability, User-Centered Design, Materials and Processes, Sustainability.

**Digital:** CAD/3D Modeling, UV Texture Mapping, Digital Rendering, Programming (C++, Python, HTML, CSS, JavaScript).

**Software:**
Adobe Suite (Photoshop, Illustrator), Figma, Keyshot, Fusion360, Rhino3D, SolidWorks, Arduino IDE, Microsoft Office (OneDrive, Word, Excel).

**Interpersonal:** Adaptability, Collaborative Problem Solving, Interviewing, Consulting.

**Language:** English (native), German (intermediate), Chinese (intermediate), Dutch (beginner)