

michelle cedeño

design research | interaction design | strategy

michellecedeno.com

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Skills

Design Methodologies

Interaction Design, UX/UI, Human-Computer Interaction, Qual & Quant Research, Design Strategy, Futures Thinking

Visual Design

Drawing, Illustration, Graphic Design, Storyboarding, Presentation Design

Rapid Prototyping

Physical Prototyping, Sketching, Arduino, 3D-modeling, Laser Cutting

Interpersonal

Collaboration, Independent Thinking, Presentation Skills, Project Coordination, Leadership

Tools

Adobe Creative Suite, 360 Fusion, Unity 3D Engine (for HTC Vive + Microsoft Hololens), Processing, Sketch, InVision

Education

PostGraduate Research

Design Engineering

Imperial College London
2025 | Ph.D

Master of Interaction Design

Carnegie Mellon University
2020 | M.Des

Neuroscience and Film-Studies Cum Laude Boston University 2014 | B.A.

Experience

Interaction Designer and Strategist 2021-Present

INTERACTION FOUNDRY | London, UK

Lead strategic UX design consultant helping organizations utilize qualitative and quantitative research methods to identify and frame pain points and opportunities around areas of behavior change, addressing design outputs that advance academic knowledge and address concrete, societal problems. Collaborated with local communities and global networks to deliver bold and equitable designed solutions including a successful youth health program

Design Researcher -PhD Intern 2022

META REALITY LABS | Redmond, WA

Researched and prototyped methodologies demonstrating HCI components and associated behavior in an augmented reality headset 25 years in the future. Demonstrated all aspects of futuring and VR/AR workflows while collaborating with excellent teamwork expertise and product knowledge

Product Designer 2020 - 2022

TELETRACKING INC | Pittsburgh, PA

Lead sole designer on an in product AI assistant scheduling ecosystem for hospital patient intakes garnering millions of dollars in revenue for the company. Managed, communicated, and advocated for design interactions and research with a team of 10+ engineers and managers

Design Strategist - Graduate Intern 2018

BOSTON CONSULTANT GROUP | Pittsburgh, PA

Played an active role in design and research. Responsible for crafting research plans, performing fieldwork like interviewing and contextual inquiries, and synthesizing that research to make recommendations for developers and clients

Neurobiology Research Associate 2015 - 2018

WASHINGTON UNIVERSITY SCHOOL OF MEDICINE | St. Louis, MO

Studied circadian rhythms and its connection to biological and neuro-degeneration diseases through quantitative and qualitative research methods using standard biological procedures

Publications and Presentations

Cedeño, M., Baxter, W., Porat, T., and Peck, J. (2022) Toward a method of psychological ownership mapping, in Lockton, D., Lenzi, S., Hekkert, P., Oak, A., Sádaba, J., Lloyd, P. (eds.), DRS2022: Bilbao, 25 June - 3 July, Bilbao, Spain. <https://doi.org/10.21606/drs.2022.601>

Cedeño, M, Baxter W, Porat T, Peck J. A METHOD FOR PRESCRIBING PSYCHOLOGICAL OWNERSHIP: A PROJECT HANDOVER CASE STUDY. Proceedings of the Design Society. 2023;3:251-262. doi:10.1017/pds.2023.26

Speaker at ICED2023 BOURDEAUX: International Conference of Engineering Design University of Bourdeaux | Bourdeaux France 2023

Speaker at DRS2022 BILBAO: The Design Research Society 2022 Bizkaia Aretoa | Bilbao, Spain