

Dan Chen

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JOB RESPONSIBILITIES

Oct 2016

Johnson & Johnson

Design and prototype interactive digital experiences, environments, systems, and services. Create working hardware & software prototype for demos. Convey user experience through film, from storyboarding, directing, editing to final cut. Conduct user research, user testing and survey design, form insights through analytics for future product development.

May-Sept 2016

MIT Shenzhen Manufacturing

Course planing, design and prototype product for manufacturing in Shenzhen, China. Managing production and communication oversea. Leading industrial design and mechanical engineering efforts.

Sept 2014-May 2016

MIT Research Assistant

Research topic includes Machine that makes Machines, Digital Fabrication, Robotics and future design. Assisting in setup of MIT CBA Fabrication Laboratory in Shenzhen.

Nov 2012-Sept 2014

IDEO

Design and prototype interactive digital experiences, environments, systems, and services. Create working hardware & software prototype for demos. Conduct field research, user interviews for insights. Full Stack web developer. Help with graphic and information design.

June-Aug 2012

Essential Design

Instruction design and information structure design around health care related product. Design interactive digital experiences, environments, systems, and services. Served as a full stack web developer.

May-Sept 2012

The Economist Group

Design and prototype interactive digital experiences. Create advertising assets.

Nov 2008-Sept 2010

Morningstar

Designing, developing and coding internal and external applications such as intranet and EFT screener.

May 2007-Nov 2008

University of Connecticut

Working from a brief with a copywriter, generating art directions. Working on designs to produce an effective communication strategy. Commissioning artists, photographers and illustrators.

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EXPERIENCE		12 Years
Interaction Design		
Full Stack Web Engineer		
Research		
Electronics Design		
Manufacturing		
Storytelling / Video Production		
CAD / SolidWorks / Maya		
Digital Fabrication / CNC / FDM		

SPEAKER		
AEDA-Cognitive Immersion Speaker		2016
TEDx Vienna Speaker		2016
UM STAMPS Design Salon		2016
EMW Drink Salon on Tech & Ethics		2016
Brown University Science Center		2012
RISD -Guest Lecture		2015
MIT MAS Talk		2015

EXHIBITIONS		
Ars Electronica		2017
Vitra Design Museum		2017
MAK Wien		2017
Design Museum Gent		2018
Brown University Science Center		2012
Granoff Center Cohen Gallery		2012
RISD -Gelman Gallery		2011
Sol Kofer Gallery		2012

ADVISING & TEACHING		
MIT Manufacturing to Production		2016
MIT How to Make Almost Anything - TA		2015
Core77 Design Jury Captain		2016-2017
Haystack Haystack Mountain School of Crafts		2015
RISD Thesis Advisor		2016
RISD Apperal, Digital Media & Industrial Design		2016

PRESS	
Science ORF, derStandard, Wiener Zeitung, Core 77, CNet, Huffington Post, Dailymail UK, Science and Religion Today, PSFK, Geekologie, Theweek, Theverge, io9.com, Crackajack, Science Space Robots Clubic, Teknofil, Innovationnewsdaily, Engadget, Mentalfloss, News Track India, Act Classy, Ubergizmo, MSN, Discovery.com, Slate, CBC, DNA India, Likecool, Robot Snob, Next Nature, Matuk	

INDUSTRIE EXPERIENCE	
Wearable, IoT, Oral Care, Medical, Consulting, Finance, Advertising, Healthcare, Pharmaceutical, Manufacture & Education.	

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ABOUT DAN CHEN

Dan Chen is an interaction designer & improvisational engineer. He inspires people through working prototypes, investigates ways for crafting a better user experience.

He has several degrees including a MAS from MIT, an MFA in digital media from RISD and a BFA in communication design from UConn. He has over 7 years of design experience and now works at Johnson & Johnson as Senior Interaction Designer. Previous positions include Senior Interaction Designer at IDEO, Product Designer, and developer at The Economist Group and Morningstar Inc.

His personal work has been featured in CNET, The Huffington Post, the verge, Engadget and Daily Mail. Dan was invited as a speaker at TEDx Vienna on the future of intimacy in 2016. His work was exhibited in Vitra Design Museum, MAK Wien, Design Museum Gent & Ars Electronica.

Working in the realms of robotics, communication design, interaction design and product design, Dan explores the new ways of communication and human experience through working prototypes and storytelling, inviting a reflective evaluation and implication.

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PORTFOLIOS

Overview

<http://danchen.me>

Design

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Technical

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