

Dan Chen

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http://danchen.me

Work

Publication / Advising

Education

Bio



2019

MIT Lifelong Kindergarten
Industrial Designer
Mechanical Engineer

University of Connecticut
School of Fine Arts
Advisory Board Member

TEDx Bologna Speaker
Speaker

Dan is an interaction designer with several years of software and hardware prototyping and production experience. He communicates his ideas through working prototypes, design research insights, exploring new ways of user interactions.

2018

Johnson & Johnson
Senior Designer

Copernicus Science Centre
Permanent Collection

Vitra Design Museum

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 13 years of design experience. Previous positions include MIT Lifelong Kindergarten as an industrial designer and mechanical engineer. Johnson & Johnson as Senior Interaction Designer. Senior Interaction Designer at IDEO.

2017

IDEO
Interaction Designer
Prototype Engineer
Full Stack Web Engineer

Seoul Museum of Art

MAK Wien

Design Museum Gent

MIT – Media Lab
Master in Media Arts & Sciences

2016

Parsons School of Design
Thesis Advisor

TEDx Vienna
Speaker

2015

RISD Digital Media
Thesis Advisor

2014

Brown University Science Center
Speaker

Rhode Island School of Design
Master of Fine Arts in Digital Media

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

2013

The Economist Group
Product Designer Intern

2012

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

2011

Morningstar
Designer/Developer

2010

2009

University of Connecticut
Designer & Programmer

University of Connecticut
BFA in Communication Design

2008

2007

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JOB RESPONSIBILITIES

January 2018

Culture Robotics

Design, prototype and manufacture automated biotechnology systems in hardware & software.

December 2018

MIT Lifelong Kindergarten

Leading the Industrial Design, mechanical engineering and manufacturing. Producing various concepts, prototypes, CADs, and drawings.

Oct 2016–Dec 2017

Johnson & Johnson

Design and prototype interactive digital experiences, systems, and services. Create working hardware & software prototype for demos. Convey user experience through storytelling, working prototype or videos. Conducting and designing user research, user testing with various tracking tools, forming insights through analytic.

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

Nov 2012-Sept 2014

IDEO

Design user interactions with design research insights. Create and integrate UX, hardware & software for demos. Communicate ideas through storytelling, videos and other graphical or tangible medium.

Nov 2008-Sept 2010

Morningstar

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