Albert Dong
Product Designer + Developer

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Experience

Interaction Designer | Pison
Oct 2018 - Present

Prototyping gestural interactions for electroneurographic hardware. Currently being used for AR glasses, NASA, and the US Army.

Design Partner | Dorm Room Fund
Oct 2017 - Present

Advising portfolio companies on their design strategy. Defining DRF's brand identity and UX across the investment pipeline. Building tools to support the student entrepreneurship community (see "VCWiz").

Freelance Designer
March 2018 - Oct 2018

Designing digital products and graphics. Clientele includes LimeBike, Royal Caribbean, and Alpha Bridge Ventures.

Fullstack UX Intern | AppDynamics, Design Tech.
June 2017 - Aug 2017

Revamped in-app help across the suite of products. Created reusable components to be released in the upcoming Particle Design System.

Product Design Intern | Super
Feb 2017 - Aug 2017

Designed products within Super, a YC-founder startup studio, including FounderKit. Conducted exploratory research for multiple ventures.

Projects

VCWiz
A tool to help first-time founders raise their seed round. #3 Product of the Day on ProductHunt and featured on TechCrunch.

FounderKit
Led end-to-end design for V2 of the product (unreleased due to studio pivot) 10k active users as of August 2017.

Phi Delta Sigma - Beta Chapter
Co-founder and 1st president of the Beta Chapter of FDS.

Innovate@Brown
Founded Innovate@Brown, a makeathon focused on the inclusion of nontechnical majors into entrepreneurship.

Education

Brown University
Computer Science
Class of 2019

Rhode Island School of Design
Select coursework in Industrial Design, Illustration, and Digital Computation

Coursera
Interaction Design Specialization

Skills

Adobe CC
Sketch
Balsamiq
Principle
Invision
Framer X

Unity + C#
Processing
Premiere Pro
After Effects
Madmapper

HTML/CSS/JS
React
Java
Python
Git