

CELINE TA

ENGINEERING + INDUSTRIAL DESIGN

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EDUCATION

FRANKLIN W. OLIN COLLEGE OF ENGINEERING, Needham, MA

National Merit Scholar, Candidate for Bachelor of Science, Engineering, Class of 2017

Concentration in Product Design and Development

EXPERIENCE

ELEMENTAL MACHINES, Research & Development Intern

Jun 2016- Aug 2016

- > Design, simulate, and test user experiences for new IoT product offering, creating user journeys, physical sketch models, and mockups for data visualization and software interfaces
- > Experiment with RFID technologies and sending data over Wifi in hardware (form factor, packaging, sensor characterization) and software (Arduino, Temboo)
- > Manufacture ~10 packaged devices in-house, with emphasis on circuit prototypes and packaging
- > Prototype and deploy 3 iterations of devices at client site over the course of 2 months, on team of two

THE MEME DESIGN, Design Research Intern

Jun 2015- Aug 2015

- > Piloted agile exploration of Internet of Things (IoT) product opportunities in the home, developing 5 "works-like" physical and app mockups (Illustrator, PhoneGap), conducted ~25 interviews for feedback
- > Canvassed for feedback on social fashion app developed in MEME Labs, ~25 interviews over 1 week
- > Researched and drafted presentation materials for client IoT vision, user stories, and competitive landscape

EURO-PRO, Quality Engineering (New Product Development) Intern

May 2014- Aug 2014

- > Led cross-functional investigation proposal to better understand vacuum maneuverability needs, including ROI and cost analysis, preliminary qualifiers and survey research
- > Aided with prototype and post-mortem out-of-box evaluations and engineering teardowns
- > Developed real-world performance tests, key performance indices and risk management documents
- > Moderated both usability and observational studies, leading up to 3 product launches

INTERESTS

2D/ 3D DESIGN

Self- study of pop-ups, street art, critical design as social commenetary and play in the built environment

VENTURE DESIGN AND SOCIAL ENTREPRENEURSHIP

Board member of the on-campus entrepreneurship group, especially interested in social ventures as a sustainable means of making a positive impact. Worked on user research, business plan development, and product design for ventures from a sustainable urban housing platform to sickle cell diagnostics.

TOOLS

DESIGN

Framework generation
Solidworks
POP, Axure RP, Invision
Adobe Creative Suite

FABRICATION

Basic machine shop training,
routing, casting, manual mill,
brazing, hand layout, 3D printing,
laser cutting, spray painting

PROGRAMMING

Python, MATLAB, Arduino C,
Java

HTML/ CSS/ JS in progress