

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, GPA 3.90

EXPERIENCE

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 physical "works-like" prototypes and app mockups, 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

INTUITIVE PROSTHETIC GRIP CONTROL, Electrical Lead

Oct 2014- Dec 2014

- > Integrated electrical system into software (signal processing) and mechanical system (wiring layout)
- > Characterized pressure sensor and power specifications, selected sensors and battery for physical and cost constraints

ENGINEERING FOR HUMANITY, Student Designer

Jan 2013- May 2014

- > Co-designed and developed customized cutting board and measuring cup usable by an older adult with macular degeneration
- > Progressed from in-home visits and framework generation to finished food-safe, universal design

INTERESTS

2D/ 3D DESIGN

Self- study of pop-ups, street art, and other trans-dimensional crafts that work within the constraints of the built environment or the chosen media.

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

PROGRAMMING

Python, MATLAB, Arduino C,
Java

HTML/ CSS/ JS in progress