

Elena Bremner

UIUX focused product designer
driven by curiosity and passion for
human-centered design and
technology.

Experience

Pangea.app UI/UX Intern

Winter 2021, working remotely

Currently working on V6 of mobile and web design at Pangea.app; a startup helping students connect with small companies.

Deeplocal Design Intern

Summer 2020, working remotely

Worked on user-experience design for projects developed for major music streaming and media service provider and multinational technology company.

3M Design Intern

Summer 2019, Tokyo, Japan

Explored and designed with 3M's various material platforms including DI-NOC films.

Metal Shop Monitor

2019- Present, Providence, RI

Advise and assist students with machining and design solutions.

NASA Rover Club

2017 - Present, Providence, RI

Team leader

Designing a human-powered vehicle for an annual NASA race competition.
Placed 2nd in 2019 race.

Contact

ebremner@risd.edu

<https://elena-bremner.github.io/>

Education

Rhode Island School of Design

2017-2021, Providence, RI

Industrial Design Major

Computation, Technology and Culture concentrator

GPA: 3.77 - Honors

Brown University

Fall 2019

CS 15: Introduction to Object-Oriented Programming

Language: Java

Fall 2018

CS 02: The Digital World

Basic coding skills: HTML/CSS, JavaScript, Python

American School In Japan / High School

2014-2017, Tokyo, Japan

Skills

Coding

Processing/p5.js

Java

Webdesign
HTML/CSS/JavaScript

Arduino

Software

Adobe
Photoshop/Illustrator
InDesign/After Effects

Solidworks/Rhino
/Blender

Sketch/Figma

Making

Prototyping

Carbon Fiber
layup

Machinig
Lathe/Bridgeport

Languages

English
Fluent

Japanese
Fluent

Chinese
Beginner