

Elena Bremner

UI/UX-focused product designer originally from Tokyo, Japan driven by curiosity and passion for human-centered design and technology.

Experience

Kleiner Perkins Design Fellow

Summer 2021

Selected from more than 3000 applicants. I will work as a UX design intern at Interos, a platform that strives to protect enterprises from supply chain attacks.

Pangea.app UI/UX Contractor

Winter 2021, working remotely

Currently working on V6 of mobile and web design at Pangea.app: a Y-Combinator funded startup helping students connect with small companies.

Deeplocal Design Intern

Summer 2020, working remotely

Worked on user-experience design for projects developed for Spotify and Google.

3M Design Intern

Summer 2019, Tokyo, Japan

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

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: 3.8 - 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

HTML/CSS

React.js

Arduino

Software

Adobe
Photoshop/Illustrator
InDesign/After Effects

Solidworks/Rhino/Blender

Sketch/Figma

Languages

Fluent Japanese