Elena Bremner

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

Experience

Pangea.app UI/UX Intern
Winter2021, working remotely
Currently working on V6 of mobile and web design at Pangea.app; a Y-Combinator supported 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	Software	Making	Languages
Processing/p5.js	Adobe Photoshop/Illustrator InDesign/After Effects	Prototyping	English Fluent
Java		Carbon Fiber layup	Japanese Fluent
Webdesign HTML/CSS/JavaScript	Solidworks/Rhino/Blender	Machinig Lathe/Bridgeport	Chinese Beginner
Arduino	Sketch/Figma		