ELENA BREMNER

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Experience

Pangea.app UIUX Intern
Winter 2021, working remotely
Upcoming event.

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.

NASA Studio
Spring 2020, Providence, Rhode Island
Crew Quarters lead
Designed and presented a habitat design to NASA for the 2024 Artemis mission. Worked collaboratively with six other designers with guidance from Michael Lye, NASA coordinator and RISD professor.

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.

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	Sketch / Figma Origami	Machining Lathe/Bridgeport	Chinese Beginner
Arduino	Solidworks/Rhino /Blender		