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, an AI-powered platform that protects 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
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				