

Elena Bremner

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

Experience

Interos Inc. UX Design Intern

Summer 2021, Remote

I work as a UX design intern at Interos, a series B start up which focuses on an AI-powered platform that protects enterprises from supply chain attacks.

Kleiner Perkins Design Fellow

Summer 2021, Silicon Valley

Selected from more than 3000 applicants as one of 10 design fellows.

Pangea.app UI/UX Designer

Winter 2021, Remote

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, Remote

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.

Contact

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<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