

Malika Khurana

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<http://malikakhurana.com>

First-year computational design student with previous experience across industrial design, data visualization, and interaction design, seeking exciting UI/UX opportunities.

Education

Carnegie Mellon University

M.Sc. in Computational Design
Pittsburgh, PA | 2020 - present

Royal College of Art

Diploma in Design Products
London, UK | 2019-2020

Dartmouth College

Studio Art Fellow
Hanover, NH | 2015-2016 (1 yr.)

Artist-in-residence and special instructor in Architecture.

Dartmouth College

A.B. in Engineering Sciences,
Studio Art with High Hons.
Hanover, NH | 2011-2016 (4 yrs.)
Magna cum laude, GPA 3.86/4.00

Relevant Courses

Fundamentals of Programming,
Web Application Development,
Foundations of Digital Design,
Design Thinking

Skills

Design

Adobe Suite, Figma, Sketch, Miro,
Rhino, Solidworks, Photography

Programming

Java, Python, Processing, Arduino,
HTML, CSS, Javascript

Fabrication

3D printing (SLA, FDM, SLS), Laser
cutting, CNC Routing, Woodwork,
Metalwork, Slipcasting, Letterpress
printing & Typesetting

UX Research

User Research, User Testing,
Wireframing, Storyboarding, Task
Analysis

Experience

Logitech

Project Manager, Writer, Producer, Co-Director
Remote | March 2020 - July 2020

Contracted to create animation for a Logitech product launch. Led weekly meetings with Logitech marketing and product team. Collaborated with an illustrator to develop the complete film from story to final production.

Formlabs

Interaction Designer
Somerville, MA | Sept 2017 - June 2019

Designed hardware and software interfaces for Formlabs' 3D printing ecosystem, often collaborating with engineering and industrial design teams. Defined feature updates from product specification, impact, and feasibility, through to visual design and testing. Analyzed customer data to make informed decisions on which scenarios to prioritize in workflows and dashboards I designed.

H. Allen Brooks Travelling Fellowship in Design

Design Researcher and Consultant
EU, UK & Cambridge, MA | Aug 2016 - July 2017

Researched, conceptualized, and pitched interactive installations and brand experiences for IKEA, Ogilvy, Studio Wayne McGregor, Adelphoi Music, and Studio PSK. Travelled to major cities in Northern Europe to study history of architecture and design, interview designers, and document through photojournals.

LuminAID Lab

Product Design Intern
Chicago, IL | Jun - Aug, 2015

Product development for solar-charging consumer products, including design, manufacturing, and collaboration with electrical engineers. Produced marketing assets including packaging, product photos, and social networking campaigns.

Fathom Information Design

Intern, Design & Development
Boston, MA | Jun - Aug, 2014, Dec, 2015

Research and client work on a variety of data visualization projects, using Processing (Java) and Python. Analyzed datasets from UNFAO to form coherent data "stories" and built interactive prototypes for National Geographic's "Future of Food" issue. Developed and launched an Android application for the World Color Survey. Led an internal research project exploring how information is communicated through physical objects.

Biolite

Product Design Intern
Brooklyn, NY | Sept - Nov, 2013

Product design and development for outdoor lighting products: conducted market research, mapped use scenarios, built a range of prototypes: physical works-like, CAD, interactive interfaces using Arduino.