

Steven Dang

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EDUCATION

University of Southern California Iovine and Young Academy

Expected 2028

B.S. in Arts, Technology, and Business of Innovation (Emphasis: Product Design)

Relevant Courses: Making with Materials, Rapid Visualization, Product Management for Challenge-Based Innovation, Extended Reality Design, Fundamentals of Product Design, Materials Science for Product Design, Extended Reality Development

EXPERIENCES

Livanova Challenge Sprint - Remote

September 2025-Present

Participant - Researcher/Consultant

- Analyzed the company's innovation processes, leadership models, and financial structures through research and interviews
- Generated actionable recommendations to optimize internal innovation strategies

Self-Employed - Montebello, California

July 2025 - August 2025

Freelance Personal Trainer

- Designed personalized training and recovery programs tailored to clients' goals, schedules, and limitations.
- Built and managed a small client base, providing holistic fitness, nutrition, and sleep guidance.

Studio 13 - Walnut, California

January 2025 -July 2025

Graphic Design Intern

- Produced graphics adopted by campus departments, enhancing outreach campaigns
- Collaborated with other interns to deliver client campaigns under tight deadlines

Mount San Antonio College - Walnut, California

August 2024-June 2025

Graphic Design Teacher's Assistant

- Mentored students one-on-one, improving design skills and project quality.
- Facilitated inclusive group collaboration, resulting in a 300% increase in students continuing in the design program.

PROJECTS

Physical Prototyping - Fujifilm XT-4

- Fabricated a Low-Fidelity prototype of the Fujifilm XT-4 using common materials such as cardboard, styrofoam, etc
- Modeled an outline for a 2D Fujifilm XT-4 using Rhino to be laser cut
- Transformed a 2D Fujifilm Model into a 3D model using Rhino to be sliced with Prusa Slicer and 3D printed

Neurablink - Brain- Computer Interface Concept

- Designed a speculative medical device concept inspired by emerging brain-computer interface technology.
- Researched accessibility challenges in neurotechnology adoption and applied human-centered design principles.
- Developed concept visuals and prototypes using Rhino, Blender, and Adobe Suite, illustrating potential healthcare applications.

Descent Into Darkness - VR Experience Posters & Instagram Campaign

- Art Director of a 6-person design team; designed one poster and guided creative direction, ensuring visual cohesion
- Delivered promotional assets for both print and digital platforms (posters and Instagram carousels)
- Tools Used: Adobe Photoshop, Illustrator, and InDesign

SKILLS & SOFTWARE

Technical Skills: Adobe Creative Suite (Photoshop, Illustrator, InDesign), Blender, Rhino, Unity, Reality Composer, Swift, C#, Google Workspace, MS Office, 3D Printing, Laser Cutting, Sewing

Core Skills: Written & Verbal Communication, Team Collaboration, Time Management, Organization, Client Relations