Wesley Hackett

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EDUCATION

Brown University, *A.B Computer Science, A.B. Human-Centered Design*   Providence, RI | **Expected Graduation May 2026**
Relevant Courses**:** *SOC 1117 – Focus Groups for Market and Social Research, RISD ID Design Principles I, CSCI 1951c – Designing Human-Centered Technology, CSCI 1300 – Interaction Design, RISD ID Design Principles II*

EXPERIENCE

Hamilton Perkins Collection *Product Design and Outreach Intern*   Providence, RI | Jan 2025 - Present
- Represent HPC at in-person and virtual conferences, client meetings, and other relevant venues to acquire awards and funding
- Facilitate collaboration between Hamilton Perkins and Brown University & Rhode Island School of Design (RISD)
- Assist in the design of client/user-facing installations, experiences, or products

Brown Design Workshop *Studio Monitor*   Providence, RI | Jan 2025 - Present
- Conduct workshops and mentor members in woodworking, metalworking, 3d printing, laser cutting, and other design technologies with a strong focus on safety protocols
- Contributed to space development through independent projects, including workshop revamps and training material creation.
- Ensured safety and adherence to code of conduct for all members, fostering a secure and inclusive environment.

Brown Arts Institute *Production Assistant / Visitor Services Worker*   Providence, RI | Oct 2024 - Present
- Tasked with the construction, design, installation, maintenance, operation, de-installation, and load out of scenic production elements. These events can take the form of art installations, musical or dance performances, or other art events held by BAI.
- Assist patrons by answering questions, finding seats, and other customer service roles.
- Throughout these roles, learn from and interact with practicing artists and supporters in the Providence area.

Reclaim Clay Collective *Studio Tech Intern*   Seattle, WA | June 2023 – August 2023, July 2024 – August 2024
- Assisted with daily operations
  - Load and unload kilns
  - Recycled/reclaimed clay using a blunger and pug mill
  - Cleaning- vacuuming, mopping floors, wiping down surfaces, taking out trash, and other cleaning duties assigned
- Learn directly from studio founders about various ceramic techniques – throwing, hand-building, surface decoration, etc.

Fair Worlds *3d Animation and Modeling Intern*   Seattle, WA | Oct 2021 – May 2023
- Modeled and textured 3d assets in Blender
- Produced camera animations for Architectural Visualization purposes for backyard pools in Unreal Engine 5.
- Established a pipeline for producing facial and body motion capture animations using a VR headset and iPhone.

EXTRACURRICULARS

Brown University Scientists for a Sustainable World   Providence, RI | September 2024 – Present
- Assist in the design and construction of a semester-long sustainability-focused project – this semester being a solar-powered laptop charging stand
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Brown University Volleyball Club *Captain*   Providence, RI | Sep 2024 – Present
- Manage the team's Instagram and design merchandise
- Manage internal team dynamics such as practice schedules and itineraries
- Manage a 5-figure budget with the other captains to pay for gear, equipment, merchandise, travel, and tournament costs

SKILLS & INTERESTS

Technical Skills: Java, JavaScript, C, C++, and Python Programming. Familiarity with OpenGL and Object-oriented programming.
Artistic Skills: SolidWorks, Blender, Maya, Unreal Engine, 3d printing, laser cutting, CNC milling, 2d drawing, woodworking
Interests: Furniture making, Pottery, Graphic Design, Hiking, Volleyball, Running, Travel, Art & Animation