

# Danielle Begnaud

Industrial Designer

User-centered designer  
interested in developing quality  
toys and play experiences.

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📍 Brooklyn, NY

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## EDUCATION

### Pratt Institute

Masters of Industrial Design with distinction

08/2017 - 05/2020

Brooklyn, NY

3.9 GPA, Outstanding Merit Award 2020, Pratt Circle Award 2020

### University of Texas at Austin

Bachelor of Arts in Anthropology with special honors

08/2010 - 05/2014

Austin, TX

3.7 GPA, Dean Honor List 2010-2014

## EXPERIENCE

### Freelance Toy Designer

Benyo Studio

05/2020 - Present

New York, NY

- Lead toy design projects from start to finish for plush, wooden, and plastic toy products.
- Conduct market & trend research, concept ideation, sketching and rendering, CAD modeling, and create tech packs for manufacture.

### Freelance Toy Designer

Katch Studio

01/2020 - 05/2020

New York, NY

- Researched customer and market trends resulting in the development of new toy products.
- Created technical specifications for product manufacturing.

### Product Design Intern

Skip Hop

03/2019 - 07/2019

New York, NY

- Assisted all design teams with product development including soft goods, toy, and gear expediting products to market.
- Researched market trends to develop new product concepts.
- Created product renderings and technical specification documents resulting in the manufacturing of 10 products.

### SolidWorks Teaching Assistant

Pratt Institute

08/2018-12/2018

Brooklyn, NY

- Developed SolidWorks curriculum for undergraduate students.
- Facilitated lessons in a clear and relevant way, resulting in students' successful utilization of the software.

## SPEAKING

### Dutch Design Week Antenna Show - 2020\*

1 of 10 students selected from design schools around the world to present research and design project, [Brain Bridges](#).

### ACM Interaction Design and Children - 2020\*

Presented published research paper discussing year long co-design project at the ACM IDC Conference 2020.

### World Bank Headquarters - 2019

Featured speaker in panel discussion about the development and opening of the urban musical instrument, [Hurrah!](#) in collaboration with the Polish Cultural Institute.

## AWARDS + PUBLICATION

### Research Paper Published by ACM IDC 2020

Research paper selected & published by ACM Interaction Design and Children Conference. *"It's just too much": Exploring Children's Views of Boredom and Strategies to Manage Feelings of Boredom*

### Pratt Research Open House Start-Up Power Award

Winner (2020) - Design project selected from more than 40 projects for highest entrepreneurial business potential.

### Rowena Reed Kostello Award

Finalist (2019) - Excellence in 3D design

## PROJECTS + SKILLS

### Brain Bridges

Market + Trend Research   User Research   Product Sketching  
CAD Modeling   Presentations & Storytelling   Adobe Illustrator  
Adobe Photoshop   Fusion 360   Solidworks

> [Link to Full Project](#)

### Hurrah

Brainstorming + Ideation   Tech Pack Creation   Empathy  
Teamwork   Collaboration   Effective Communication  
Presentations & Storytelling   Problem Solving   Self-Motivation

> [Link to Full Project](#)

\*moved online due to COVID-19