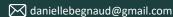# Danielle Begnaud
Industrial Designer

Human-centered designer interested in generating user understanding & empathy in order to develop a better solution.

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EDUCATION

Pratt Institute
Masters of Industrial Design
08/2017 - 05/2020   *Brooklyn, NY*

University of Texas at Austin
Bachelor of Arts in Anthropology
08/2010 - 05/2014   *Austin, TX*

EXPERIENCE

Design Intern
Katch Studio
01/2020 - 05/2020   *New York, NY*
- Researched customer and market trends resulting in the development of 12 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.

3D Printing & Laser Cut Lab Technician
3D Printing Center at Pratt Institute
08/2018 - 05/2020   *Brooklyn, NY*
- Optimized student files for 3D printing and laser cutting machines resulting in higher success rates and quicker project turnaround.
- Maintained and operated laser cutting machines as well as FDM, resin, and wax 3D printers.
- Led shifts, maintained lab workflow, and delegated tasks to other student workers as shift Captain.

Landscape Design Assistant
Rising Gardens
06/2018 - 09/2018   *New York, NY*
- Maintained service calendar and coordinated scheduled jobs with employees resulting in the company taking on 10 more clients.
- Rendered CAD models resulting in improved communication between clients, landlords, designers, and contractors.
- Effectively sourced materials and products for projects.

SPEAKING

Research Presentation at ACM IDC - 2020*
Present published research paper discussing the findings of a year long co-design project at the ACM Interaction Design and Children (IDC) conference.

Pratt Research Open House - 2020*
Presented research and design project, Brain Bridges, during Pratt Institute's showcase of over 60 research projects with 200 plus collaborators and partners.

World Bank Headquarters - 2019
Featured speaker in a 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 & pubished 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*

WantedDesign Conscious Design Award
Nominee (2020) - Selected from a pool of graduating students from over 30 design schools around the world.

Rowena Reed Kostello Award
Finalist (2019) - Excellence in 3D design

PROJECTS + SKILLS

👤 Brain Bridges: User-Centered Design

`Design Research` `Product Sketching` `Rapid Prototyping` `CAD Models` `User Testing` `Presentations & Storytelling` `Participatory Design` `Empathy` `Adobe Creative Suite`

- Year long participatory design project. Designed and facilitated 7 co-design workshops, conducted secondary research and expert interviews, developed user profiles, synthesized findings into key insights, developed design solutions, and conducted user testing and feedback sessions.
  > Link to Full Project

📋 Hurrah: Project Management

`Design Thinking` `Problem Solving` `Teamwork` `Collaboration` `Self-Motivation` `Effective Communication` `Creativity` `Empathy`

- Developed goals and milestones for 6 week design project. Kept 4-member design team on scheduled with clear communication and successfully researched, designed, sourced fabricators, and installed exhibit for NYC x Design.
  > Link to Full Project

*moved online due to COVID-19