






# Danielle Begnaud

Industrial Designer + Design Researcher

Design researcher and human-centered designer interested in generating user understanding and 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.

### 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.

### Digital Asset Database Coordinator

Bass Pro Shops Corporate

09/2016 - 05/2017

Springfield, MO

- Organized and maintained all company photographic and graphic assets.
- Communicated project goals and deadlines between the advertising, photography, and imaging departments resulting in faster output.

## FOCUS AREAS

Design research, participatory design, human-centered design, design for children

## SPEAKING + TEACHING

### 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 & 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

### 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 Thinking | Generative & Exploratory Research | Empathy

Co-Design Workshop Execution | Presentations & Storytelling

Participatory Design | Usability Testing | 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