

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

- Carry out toy design projects from ideation to technical specifications for plush, wooden, and plastic toy products.
- Conduct market & trend research, concept ideation, sketching and rendering, physical prototyping, CAD modeling, and create technical specifications for manufacturing.

Freelance Plush 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 manufacture 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 | Pitches & Presentations | Adobe Illustrator

Adobe Photoshop | Fusion 360 | Solidworks | Prototype Building

> [Link to Full Project](#)

Hurrah

Brainstorming + Ideation | Technical Specifications | Empathy

Teamwork | Collaboration | Effective Communication

Presentations & Storytelling | Problem Solving | Self-Motivation

> [Link to Full Project](#)

*moved online due to COVID-19