

Dan Chen

203 843 5600
dan@danchen.me
danchen.me
danchen.work

	Work Experience	Achievements	Education
2018	Culture Robotics Senior Engineer	<ul style="list-style-type: none">TEDx Bologna SpeakerCopernicus Science Centre ExhibitSeoul Museum of Art	
2017	MIT Lifelong Kindergarten Industrial Designer		
2016	Johnson & Johnson Lead Sr. Interaction Designer	<ul style="list-style-type: none">Speaker at SVA Design ResearchSpeaker at Taoyuan Maker ExpoMIT Instructor for ManufacturingTEDx Vienna Speaker	
2015		<ul style="list-style-type: none">Haystack Mountain School of Crafts Teaching AssistantMIT CBA FabLab-China Establish MIT CBA FabLab in China	Massachusetts Institute of Technology – Media Lab Media Arts and Sciences
2014	IDEO Senior Interaction Designer Prototype Engineer Full Stack Web Engineer		
2013			
2012	Essential Design Sr. Interaction Designer	<ul style="list-style-type: none">Speaker at Brown University Science Center	Rhode Island School of Design Master of Fine Arts in Digital Media
2011		<ul style="list-style-type: none">RISD - Public Engagement Designer & DeveloperThe Economist Group Product Designer	
2010		<ul style="list-style-type: none">UConn School of Fine Arts Designer / Developer / UX	
2009	Morningstar Designer/Developer Full Stack Web Engineer		
2008			
2007	University of Connecticut Designer & developer specialist		
2006			
2005			University of Connecticut BFA in Communication Design
2004			

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JOB RESPONSIBILITIES

January 2018

Culture Robotics

Design, prototype and manufacture automated biotechnology systems in hardware & software.

December 2018

MIT Lifelong Kindergarten

Leading the Industrial Design, mechanical engineering and manufacturing. Producing various concepts, prototypes, CADs, and drawings.

Oct 2016–Dec 2017

Johnson & Johnson

Design and prototype interactive digital experiences, systems, and services. Create working hardware & software prototype for demos. Convey user experience through storytelling, working prototype or videos. Conducting and designing user research, user testing with various tracking tools, forming insights through analytic.

Sept 2014-May 2016

MIT Research Assistant

Research topic includes Machine that makes Machines, Digital Fabrication, Robotics and future design. Assisting in setup of MIT CBA Fabrication Laboratory in Shenzhen. Course planing, design and prototype product for manufacturing in Shenzhen, China. Managing production and communication oversea. Leading industrial design and mechanical engineering efforts.

Nov 2012-Sept 2014

IDEO

Design user interactions with design research insights. Create and integrate UX, hardware & software for demos. Communicate ideas through storytelling, videos and other graphical or tangible medium.

Nov 2008-Sept 2010

Morningstar

Designing, developing and coding internal and external applications such as intranet and EFT screener.

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SPEAKER	TEDx Bologna	2018
	Taoyuan Maker Expo	2017
	SVA Design Research	2017
	AEDA-Cognitive Immersion Speaker	2016
	TEDx Vienna Speaker	2016
	UM STAMPS Design Salon	2016
	EMW Drink Salon on Tech & Ethics	2016
	Brown University Science Center	2012
	RISD -Guest Lecture	2015
	MIT MAS Talk	2015

EXHIBITIONS	Copernicus Science Centre & Ars Electronica	2018
	Design Museum Gent	2018
	Seoul Museum of Art	2018
	Ars Electronica	2017
	Vitra Design Museum	2017
	MAK Wien	2017
	Brown University Science Center	2012
	Granoff Center Cohen Gallery	2012
	RISD -Gelman Gallery	2011
	Sol Kofer Gallery	2012

ADVISING & TEACHING	Parsons School of Design Thesis Advisor	2017
	MIT Manufacturing to Production	2016
	MIT How to Make Almost Anything - TA	2015
	Core77 Design Jury Captain	2016-2017
	Haystack Haystack Mountain School of Crafts	2015
	RISD Thesis Advisor	2016
	RISD Apperal, Digital Media & Industrial Design	2016

PRESS	Science ORF, derStandard, Wiener Zeitung, Core 77, CNet, Huffington Post, Dailymail UK, Science and Religion Today, PSFK, Geekologie, Theweek, Theverge, io9.com, Crackajack, Science Space Robots Clubic, Teknofil, Innovationnewsdaily, Engadget, Mentalfloss, News Track India, Act Classy, Ubergizmo, MSN, Discovery.com, Slate, CBC, DNA India, Likecool, Robot Snob, Next Nature, Matuk
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ABOUT DAN CHEN

Dan Chen is a designer and engineer. He communicates his ideas through working prototypes, investigating new ways of approaching user interactions.

He has several degrees including a MAS from MIT, an MFA in digital media from RISD and a BFA in communication design from UConn. He has over 8 years of design experience and now works at Culture Robotics as senior engineer. Previous positions include MIT Lifelong Kindergarten as an industrial designer. Johnson & Johnson as Senior Interaction Designer. Senior Interaction Designer at IDEO.

His personal work has been featured in CNET, The Huffington Post, the verge, Engadget, Mashable and Daily Mail. Dan was invited as a speaker at TEDx Vienna on the future of intimacy in 2016. His work was exhibited in Vitra Design Museum, MAK Wien, Design Museum Gent, Seoul Museum of Art & Ars Electronica.

Working in the realms of robotics, communication design, interaction design and product design, Dan explores the new ways of communication and human experience through working prototypes and storytelling, inviting a reflective evaluation and implication.

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PORTFOLIOS

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