

# Dan k Chen

dan@danchen.me

http://danchen.me

## Work

2019 **Scratch - MIT Media Lab**  
Industrial Designer

Mechanical Engineer

Design and prototype for manufacturing.

Working with manufacturing partners.

2017 **Johnson & Johnson**

Senior Designer

Design Researcher

Leading user study, field research and generate data driven insights & create recommendation reports.

Create UX/UI Prototypes & assets with product production.

2014 **IDEO**

Interaction Designer

Prototype Engineer, hardware and software integration.

Full Stack Web Engineer

Visual Communication Design.

2012 **The Economist Group**

Product Designer Intern

Create UX/UI Prototypes

2010 **Morningstar**

Designer/Developer

UX/UI prototype EFT screening tools and internal communication channel.

Taking prototype to production.

2009 **University of Connecticut**

Designer & Programmer

Provide art directions for each museum exhibitions, theatre performance

## Publication / Advising

University of Connecticut  
School of Fine Arts

Advisory Board Member

TEDx Bologna Speaker  
Speaker

Copernicus Science Centre  
Permanent Collection

Vitra Design Museum

Seoul Museum of Art

MAK Wien

Design Museum Gent

Parsons School of Design  
Thesis Advisor

TEDx Vienna  
Speaker

RISD Digital Media  
Thesis Advisor

Brown University Science Center  
Speaker

## Education

MIT – Media Lab

Master in Media Arts & Sciences

Rhode Island School of Design

Master of Fine Arts in Digital Media

University of Connecticut

BFA in Communication Design

## Bio

Dan is an interaction designer with several years of software and hardware prototyping and production experience. He communicates his ideas through working prototypes, design research insights, exploring new ways of 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 13 years of design experience. Previous positions include MIT Lifelong Kindergarten as an industrial designer and mechanical engineer. Johnson & Johnson as Senior Interaction Designer. Senior Interaction Designer at IDEO.

His 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 and TEDx Bologna. His work was exhibited in Vitra Design Museum, MAK Wien, Design Museum Gent, Seoul Museum of Art & Ars Electronica.

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



2019

2018

2017

2016

2015

2014

2013

2012

2011

2010

2009

2008

2007