Dan Chen

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

Full-Time

Johnson & Johnson
Senior Interaction Designer
Full Stack Web Engineer

IDEO
Senior Designer
Prototype Engineer
Full Stack Web Engineer

Essential Design
Interaction Designer

Morningstar
Designer/Developer
Full Stack Web Engineer

University of Connecticut
Connecticut Repertory Theatre
William Benton Museum of Art
Jorgensen Center for the Performing Arts
Graphic Designer
Full Stack Web Engineer

Part-Time

MIT Instructor for Manufacturing
Large scale production in China

Haystack Mountain School of Crafts
Teaching Assistant

CBA FabLab-China
Setting up Fabication Lab for MIT

UConn School of Fine Arts
Designer & Developer

RISD - Public Engagement
Designer & Developer

The Economist Group
Product Designer

UConn School of Fine Arts
Designer / Developer / UX

Group C inc
Designer / Developer
Full Stack Web Engineer

UConn Conference Service
Designer & Developer

UConn Communication / UITS
Designer / Developer

Husky Cinema - UConn Film Production
President

Education

MIT
Master in Media Arts and Sciences
Media Lab Research Assistant
TA: How to Make Almost Anything
TA: Design Fiction

Rhode Island School of Design
MFA in Digital Media

University of Connecticut
BFA in Communication Design

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JOB RESPONSIBILITIES

Oct 2016

Johnson & Johnson

Design and prototype interactive digital experiences, environments, systems, and services. Create working hardware & software prototype for demos. Convey user experience through film, from storyboarding, directing, editing to final cut. Conduct user research, user testing and survey design, form insights through analytics for future product development.

May-Sept 2016

MIT Shenzhen Manufacturing

Course planing, design and prototype product for manufacturing in Shenzhen, China. Managing production and communication oversea. Leading industrial design and mechanical engineering efforts.

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.

Nov 2012-Sept 2014

IDEO

Design and prototype interactive digital experiences, environments, systems, and services. Create working hardware & software prototype for demos. Conduct field research, user interviews for insights. Full Stack web developer. Help with graphic and information design.

June-Aug 2012

Essential Design

Instruction design and information structure design around health care related product. Design interactive digital experiences, environments, systems, and services. Served as a full stack web developer.

May-Sept 2012

The Economist Group

Design and prototype interactive digital experiences. Create advertising assets.

Nov 2008-Sept 2010

Morningstar

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

May 2007-Nov 2008

University of Connecticut

Working from a brief with a copywriter, generating art directions. Working on designs to produce an effective communication strategy. Commissioning artists, photographers and illustrators.

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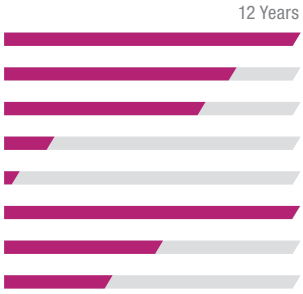
EXPERIENCE



SPEAKER

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

Vitra Design Museum	2017
MAK Wien	2017
Design Museum Gent	2018
Brown University Science Center	2012
Granoff Center Cohen Gallery	2012
RISD -Gelman Gallery	2011
Sol Kofer Gallery	2012

ADVISING & TEACHING

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

INDUSTRIE EXPERIENCE

Wearable, IoT, Oral Care, Medical, Consulting, Finance, Advertising, Healthcare, Pharmaceutical, Manufacture & Education.

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ABOUT DAN CHEN

Dan Chen is an interaction designer & improvisational engineer. He inspires people through working prototypes, investigates ways for crafting a better user experience.

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 7 years of design experience and now works at Johnson & Johnson as Senior Interaction Designer. Previous positions include Senior Interaction Designer at IDEO, Product Designer, and developer at The Economist Group and Morningstar Inc.

His personal work has been featured in CNET, The Huffington Post, the verge, Engadget and Daily Mail. Dan was invited as a speaker at TEDx Vienna on the future of intimacy in 2016. His work will be included in Hello, Robot: Design between Human and Machine exhibitions in Vitra Design Museum, MAK Wien & Design Museum Gent between 2017 to 2022.

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

Overview
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Design
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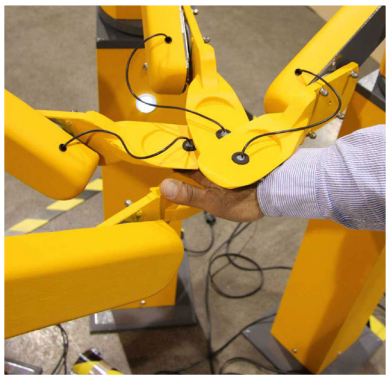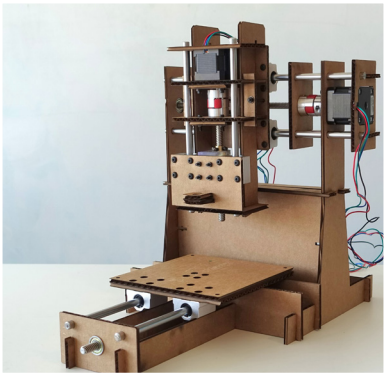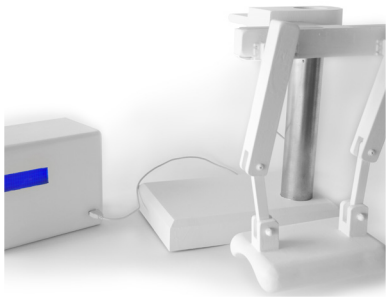
Technical
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