

DankChen

http://danchen.me

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203 843 5600

EXPERIENCE

Oculus

HW UX Designer / Prototyper
Oct 2019-now

Explore various device input and output strategies through working prototypes. Responsible for hardware user experience, creating interaction models, I/O architecture, and UX mitigation strategies (thermal throttling, low battery state). Collaborate with ID, UXR, UI, firmware, EE, ME, mobile App team, sound design, and production team to ensure design integrity. Rapidly produce prototypes that guides, validate, invalidate, and inspire the project team. (Prototyping with: PCB, ID, UI, Camera, embedded, networking, various programming languages). Carefully crafting, refine, and validating device interaction model for final production with the firmware, hardware, and manufacturing team.

Culture Biosciences

Senior Engineer
2018-2019

Conduct human factor studies on existing bio-reactors. Utilize research insights to design and prototype hardware for manufacturing. (Injection molding, plastic blow molding, and sheet metal) Design parts to increase lab process efficiency and ease of use while exceed or match the legacy bioprocesses.

Responsible for developing and validating automated, user-friendly bioprocesses with custom hardware and software with the engineering team.

Scratch

Industrial Designer
2019

Responsible for concept generation, art direction, and hardware prototype to guide the final firmware, EE, ME, and ID. Design and prototype hardware to work with the Scratch program for manufacturing.

Johnson & Johnson

Senior Interaction Designer
2017-2018

Create prototypes around personal care and behavior change.

Collaborate with human behavior scientists, design researchers, market insight researchers to create mechanisms that help people stay healthier longer.

IDEO

Senior Interaction Designer
2012-2014

Responsible for creating interaction models for enterprise and consumer devices and services. Generate visual assets to convey interaction design principles. Construct working software and hardware prototypes for near-future consumer and enterprise products.

The Economist Group

Product Design Intern
2012

Responsible for creating various concepts that engage users in the presidential election.

Morningstar

Designer & Developer
2008-2010

Responsible for designing ETF screeners with mathematician and programmer, with data visualizations and filtering mechanisms. Design and program internal communication and productivity tools.

University of Connecticut

Designer
2007-2008

Responsible for designing external communication assets, from posters, banners, websites, and program brochures to digital ads. Identity design for exhibitions, ad campaigns, and brand.

BIO

Dan Chen is a designer and an engineer. He makes working prototypes to explore new ways of interactions and modeling experiences through hardware and software.

His work has been featured in CNET, The Huffington Post, the verge, Engadget, & Mashable. Dan was invited as a speaker at TEDx Vienna and TEDx Bologna. His work was exhibited in Mori Art Museum, Vitra Design Museum, MAK Wien, Design Museum Gent, Seoul Museum of Art, Centrum Nauki Kopernik & Ars Electronica.

Working in the realms of interaction design and product design, Dan investigates new ways of interaction and communication through research, hardware, software, and modeling, inviting a reflective evaluation and implication.

EDUCATION

Massachusetts Institute of Technology

Master in Media Arts & Sciences

Rhode Island School of Design

Master of Fine Arts in Digital Media

University of Connecticut

BFA in Communication Design

EXHIBITIONS

Mori Art Museum
Cube Design Museum
V&A Dundee design museum
Vitra Design Museum
Seoul Museum of Art
MAK Wien
Design Museum Gent
Copernicus
Science Centre

SPEAKER

TEDx Bologna
TEDx Vienna
School of Visual Arts
RISD Digital Media

ADVISORY BOARD

University of Connecticut
School of Fine Arts

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PERSONAL WORKS

Form, emotion and mental commitment

Explore human and robot interaction through subtlety of form, color and movement. Understand ways that the device could evoke emotion and memory. Explore the space between comfort and discomfort, real and virtual.

Interaction

Explore the unconventional interaction model, driven by emotion, memory, intuition instead of logic and data.

*These are NOT renderings, these are fully functional devices, with pressure sensors and servos. Some of them are rates for certain duty cycle count of human interaction.

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IDEO + STEEL CASE

Future of meeting space

Explore concepts and prototypes for the future of meeting spaces, using sensors to collect data and output useful analytic. I created chairs that sense body movement, identification scanner with NRF, arm reset input, and haptic feedback. I also created a table-sized user interface that displays the data, complete with embedded microphones and cameras that transcribe the meeting.

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CULTURE BIOSCIENCES

Responsible for engineering custom automated lab testing equipment, integrating and testing software and hardware to deployment and developing tools to improve bioprocesses such as sampling, tracking, and monitoring.

Human Factor

- User research
- Prototype Validation
- Process Optimization
- Lab Space Planning
- Lab Safety

Device Validation

- Custom OD600
- Chemical Compatibility
- Ergonomics
- Stress Test

Automation

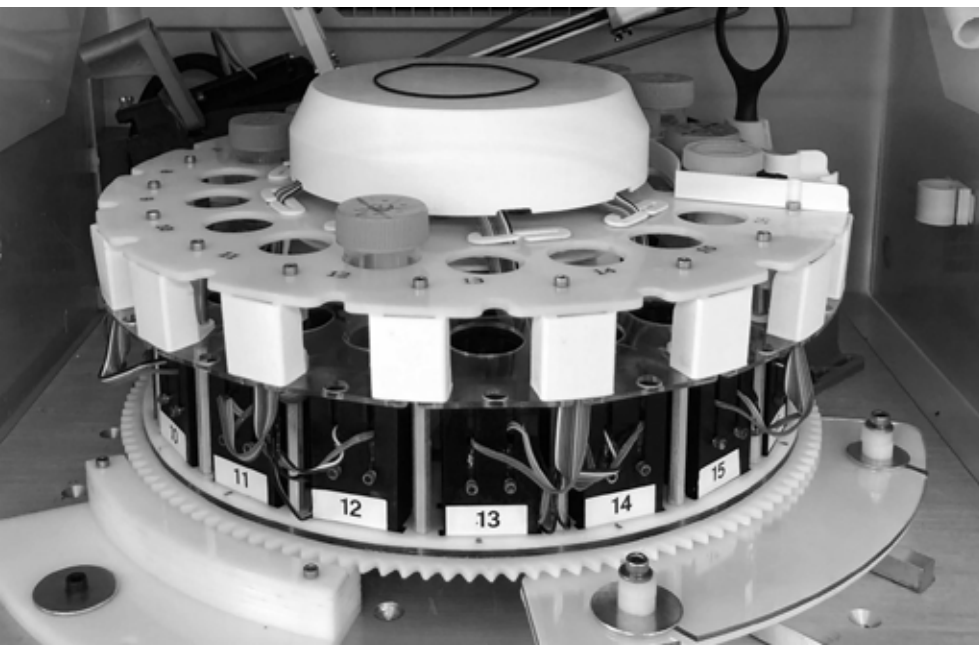
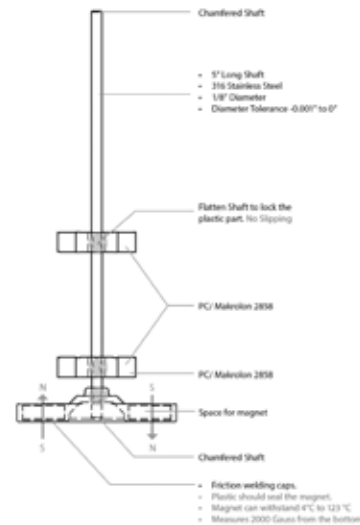
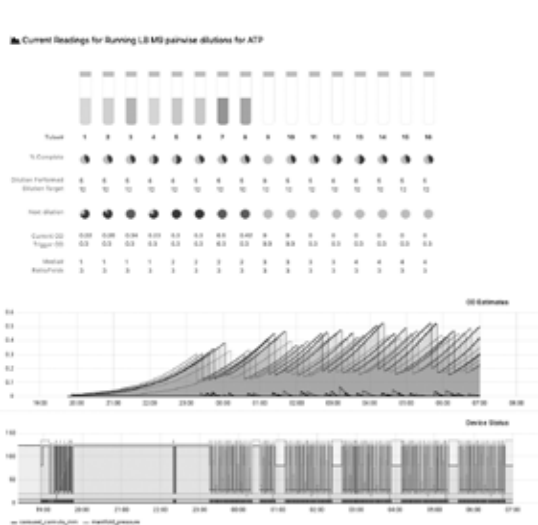
- Cedex Sample Data Input
- Sample Processing
- Cloud Monitoring System

Mechanical Design

- Bio-Reactor Design
- Bio-Reactor Clusters Design
- Design for manufacturing in house
- Design for manufacturing oversea

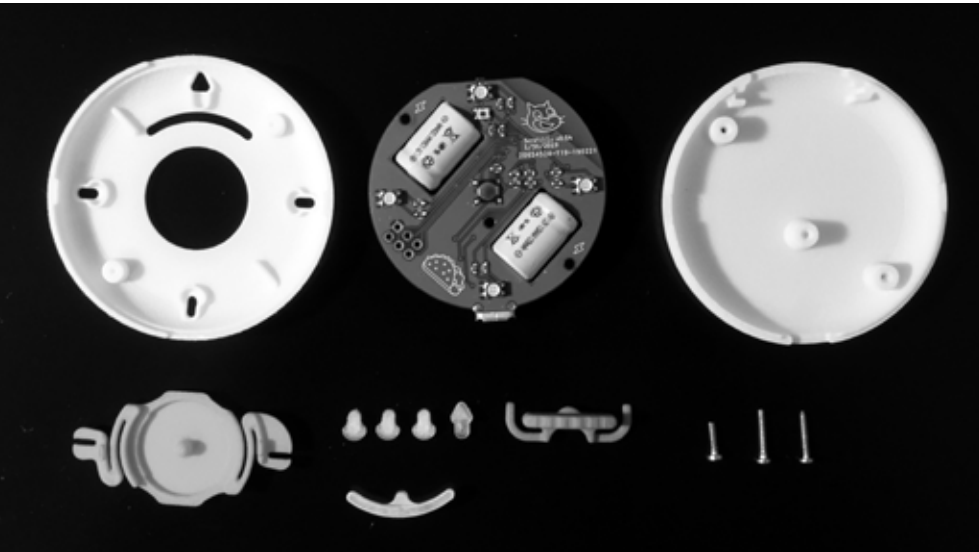
Manufacturing

- Sheet Metal
- Injection Molding
- Blow Mold
- Assembly
- Floor Manager
- Cost Reduction
- Quality Control
- Fit and finish
- Light Supply Chain Management



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SCRATCH

Scratch Go is the first official hardware interface with the Scratch software platform. I was responsible for industrial design, mechanical design, and manufacturing.

Help the team explore and narrow down the function set and a form factor that inspired creativity in building and programming. Design to be playful and educational.

I also designed the attachments for the Scratch Puck. The design makes it easy to attach to users' creations.

Mechanical Design

Create a robust casing to house the PCB that is shock-resistant but easy to repair.

Manufacturing

Injection Molding
PCBs

