

## EXPERIENCE

△ 2020

### Oculus / Facebook

Input Exploration: Hardware Prototyper  
Leading hardware and software user input. Rapid prototype mechanisms, electronic, ID, UI. Working with the ID, ME & EE team on product development.

### Culture Biosciences

Senior Designer Engineer  
Design and manufacture bioreactors.

### Scratch - MIT Media Lab

Product Designer. Design and prototype for manufacturing.

### Johnson & Johnson

Senior Designer  
Design Researcher  
Leading user study, field research, landscape analysis and generate data driven insights & create recommendation reports.  
Create UX/UI Prototypes & assets with product production.

### IDEO

Senior Interaction Designer  
Prototype Engineer, hardware and software integration.  
Full Stack Web Engineer  
Visual Communication Design.

### The Economist Group

Product Designer Intern  
Create UX/UI Prototypes

### Morningstar

Designer/Developer  
UX/UI prototype EFT screening tools and internal communication channel.  
Taking prototype to production.

### University of Connecticut

Designer & Programmer  
Provide art directions for each museum exhibitions, theatre performance

## BIO

Dan Chen is a designer, researcher and an engineer. He makes working prototypes base on user research and behavior analytic, exploring new ways of interactions through hardware and software.

He has several degrees including Master in Arts and Science from MIT, MFA in digital media from RISD and a BFA in communication design from UConn. He has over 13 years of design and engineering experience. Previous positions include Oculus, MIT Lifelong Kindergarten as an industrial designer and mechanical engineer. Culture Biosciences as Senior Engineer. Johnson & Johnson as Senior Interaction Designer and senior Interaction Designer at IDEO.

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 explore new ways of interaction and communication through research, hardware, software and storytelling, inviting a reflective evaluation and implication.

## SPEAKER / EXHIBITIONS

Mori Art Museum  
Exhibition

Cube Design Museum  
Exhibition

V&A Dundee design  
museum  
Exhibition

University of  
Connecticut  
School of Fine Arts  
Advisory Board

TEDx Bologna  
Speaker

Copernicus Science  
Centre - Permanent  
Collection  
Exhibition

Vitra Design Museum  
Exhibition

Seoul Museum of Art  
Exhibition

Arstechnica  
Exhibition

MAK Wien  
Exhibition

School of Visual Arts:  
Research  
Speaker

Design Museum Gent  
Exhibition

Parsons School of  
Design  
Thesis Advisor

TEDx Vienna  
Speaker

RISD Digital Media  
Thesis Advisor

## EDUCATION

Massachusetts Institute  
of Technology—  
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