

Jennifer Lee

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EDUCATION

OLIN COLLEGE

ENGINEERING: DESIGN
Bachelors | 2023

COURSEWORK

RELEVANT COURSEWORK

User Oriented Collaborative Design
Technology, Accessibility and Design
Affordable Design and Entrepreneurship
Engineering for Humanity
Architecture Design Foundations
Furniture Design
Design Nature
Principles of Engineering
Spatial Investigations
Mechanical Prototyping
Advanced Sculptural Practices
Quantitative Engineering Analysis
Material Science

SKILLS

Project Management
Human Centered Design
Community Engagement

DESIGN SOFTWARE

Photoshop
Illustrator
Indesign
After Effects
Lightroom
Figma
Procreate
Blender

MANUFACTURING

SOFTWARE

SolidWorks
Fusion360
Ultimaker Cura
Rhino

PHYSICAL

Laser cutting
3D printing
Woodworking
Tormac CNC

CODING

Python
C/C++
HTML/CSS

EXPERIENCE

SHADE | DESIGN LEAD, PROJECT MANAGER

March 2024 - August 2024 | Cambridge, MA

- Led community engagement practices and codesigns to create a space for teens, by teens
- Designed and constructed the shade structure, using Rhino and Procreate
- Created the visual brand identity with Illustrator

MICRO | DESIGN AND FABRICATION INTERN

June 2022 - December 2022 | Brooklyn, NY

- Mocked up CAD visualizations of graphic designs onto museum structures to assist in communication with clients and manufacturers.
- Visualized conference booth design in Fusion 360, designed and laid out print files with Illustrator and Photoshop.

CULTUREHOUSE | DESIGN AND FABRICATION INTERN

May 2024 - August 2024 | Somerville, MA

- Assisted the installation of the Gilman Square Park community space.
- Created a new storefront design for the CultureHouse HQ.
- Developed a style guide branding document.

RETURN DESIGN STUDIO | DESIGNER, COURSE ASSISTANT

August 2021 - May 2023 | Needham, MA

- Designed brochure in InDesign for Sketch Model, a program that aims to apply engineering practices to arts and humanities
- Fabricated posters for community engagement using Illustrator and Photoshop
- Created tangible and interactive critiquing experience for students in Illustrator

PROJECTS

STEPUP - ENGINEERING FOR HUMANITY | DESIGNER, MECHANICAL ENGINEER

January 2021 - May 2021

- Worked with community partner to create a cane attachment, addressing real world problems in aging and accessibility.
- Used SolidWorks and 3D printing with Ultimaker Cura to fabricate prototypes.

STEP | PRODUCT DESIGNER, MECHANICAL ENGINEER

January 2023 - May 2023

- Developed an AI computer vision solution for pathfinding hurdles for people who are blind and visually impaired.
- Conducted codesign sessions and led the development of the organizational structure of the team.

QUEENTECH | PROJECT MANAGER, MECHANICAL ENGINEER

January 2021 - May 2021

- Adapted the cassava food processing machine to work with maize in SolidWorks.
- Organized and managed the team to meet the various goals of our community partners in Ghana.