

CLARE JESSEY

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EXPERIENCE

Tellart

Industrial Design Intern | Providence, Rhode Island | Winter 2017-18

Tellart designs interactive products, installations and exhibitions for global brands and cultural institutions. As a designer intern, I am involved in different stages of design development for interactive installations and products. I am tasked with ideation, prototyping, animation and motion graphics and programming.

Loft, LLC.

Industrial Design Intern | Providence, Rhode Island | Summer 2017

Loft is an industrial design consultancy that partners with a diverse group of clients (e.g., Bose, Adidas, Samsonite, Mattel, Disney) to craft elegant products, services, and solutions. Last summer I worked on a variety of physical products and digital applications at various stages of the design process. I was tasked with brainstorming/ideation for new product ideas, CAD/rendering, UI/UX, package/graphic design and model making. I had weekly interactions with clients and made numerous formal and informal client presentations.

Victaulic, Inc.

Industrial Design Intern | Easton, Pennsylvania | Summer 2016

Worked in the Engineering Tools Technology Development Group at Victaulic, the originator and world's leading producer of mechanical and grooved pipe joining solutions. Designed features and enhancements for a new pipe preparation tool that achieved a 75% reduction in tool weight. Improved both groove-placement precision and ergonomics. Created and validated designs in Solidworks. Developed a touch-screen user interface design for Victaulic's industrial-sized smart tools. Created a common Victaulic "look and feel" for tools and tool labeling. Introduced a design thinking approach to engineering product development.

SERVICE

NaloxBox

Project Team Lead + Model Maker | Providence, Rhode Island | January 2017- May 2017

NaloxBox is a joint project between professors at Brown University Medical School and RISD/ID to provide an emergency response solution for the growing problem of opioid addiction. The box (which contains doses of Naloxone, life saving aids and instructions) is designed to safely and easily deploy in a variety of locations for bystander rescuers.

Better World By Design

Finance Coordinator | Providence, Rhode Island | 2015-2016

Member of a 22-student committee that organized, marketed and recruited speakers and sponsors, and ran this nationally-known annual design conference promoting the importance of critical design thinking in life and work. A joint effort of RISD/ID and Brown engineering students, the 2016 conference sold out with over 700 attendees. I was one of three students (selected from 58 applicants) to join the committee in 2015.

NASA Human Exploration Rover Design Challenge

Design Team Member | Providence, Rhode Island | 2016-2017

Member of the RISD team in this NASA engineering design challenge, an annual competition that involves designing building and testing mobility devices to perform in different environments. RISD's entry earned 2nd place overall and won the Technology Challenge Award for most innovative wheel design, the Featherweight Award for lightest vehicle to complete the race in under 8 minutes, and the AIAA Best Report Award for most insightful analysis of both design and design processes. I was responsible for designing/building the steering system and carbon fiber leaf spring suspension.

EDUCATION

Rhode Island School of Design, BFA, Industrial Design (2018), Minor: Nature, Culture Sustainability Studies

Brown School of Engineering, Design Tools: Healthcare Advanced Studio | Fall 2017

Massachusetts Institute of Technology, Product Design and Development Studio | Spring 2018

EXTRA-CURRICULAR

Hack Harvard 2017 | She Hacks Boston 2017 | Hack @ Brown 2016 | RISD/Brown KinderSTEAM Fellowship Program | Microsoft Student Partner
RISD ID Research + Prototyping Lab Shop Monitor | Industrial Design Dept Student Gov't Rep | RISD Super Orientation Leader/Peer Mentor
Admissions Tour Guide | Latino Student Organization

RECOGNITION

RISD Industrial Design Triennial Show, 2016 | RISD Foundations Department Triennial Show, 2016 | RISD Pre-College Show, 2013

SKILLS

Rapid Prototyping, Experience Design, User Research, Vacuum Forming, Welding (MIG, TIG), Woodwork, Composites, Sketching.

Software: Adobe Creative Suite, Solidworks, Rhino, Maya, Grasshopper, Keyshot, Sketch, InVision, HTML/CSS, Swift.

Language: Fluent in Spanish (Speak, Read, Write).