

ANDREA CAMERON

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PORTFOLIO

andrea-cameron.com

SKILLS

DESIGN

Ethnography
User Testing
Strategy
Prototyping
Wireframing
Storyboarding
UX/UI Design
Branding
Graphic Design

SOFTWARE

Illustrator
InDesign
Photoshop
Invision
Sketch
Flinto
Solidworks

MAKING

Lasercutting
3D Printing
Arduino
Soldering

INTERESTS

Education
Ergonomics
Health/Nutrition
Positive Psychology
Dance, Gymnastics
Alpine Ski Racing
Cello, Piano

EDUCATION

SCHOOL OF VISUAL ARTS

MFA Products of Design

2015 - 2017
New York, NY

CORNELL UNIVERSITY

BS Mechanical Engineering
Emphasis in Ergonomics and Design

2010 - 2014
Ithaca, NY

EXPERIENCE

LOCALIZED EDUCATION User Experience Intern

Intern for an education startup launching a trans-national mentorship platform. Conducted case studies on student career services and career matching resources, including interviews, online surveys and participant observation.

Jun 2017 - Present
New York, NY

SVA GROUND FLOOR INCUBATOR Fellowship

One of seven project groups for the incubator on the merits of project work developed at the School of Visual Arts. Early phase work included conducting interviews, participatory observation, and market research to examine the viability for network connecting dog-lovers who cannot adopt to shelter dogs.

Jul 2017 - Present
New York, NY

THE LAB (PANORAMA MUSIC FESTIVAL) Docent

Docent for interactive installations at Panorama's LAB with experience designers Emilie Baltz and Future Wife. Guided participants through the experience, including demos and explanations, and ensured appropriate behavior for interacting with the installations safely.

Jul 2017
New York, NY

HONDA OF AMERICA Mechanical Engineering Intern

Project manager and subject matter expert for Creform, a modular shelving system. Designed and implemented of a new tracking and fabrication system to use Creform, which was then used by machining staff and production line workers.

May - Aug 2013
East Liberty, OH

CREATIVE MACHINES LAB Research Assistant

Researched implementation methods for Universal Gripper technology, currently used in robots, for application in arm prostheses to address current problems that lead to abandonment - such as weight, comfort, and cost. Designed a trans-radial prosthetic using Solidworks.

May - Aug 2012
Ithaca, NY

PROJECTS

PLAYING WITH FIREBRANDS (Master's Thesis)

Designed a suite of interventions for the classroom to enhance the learning experience by invoking student's unique passions and perspectives. Conducted preliminary research through extensive interviews, books, and observations to gain insight.

Sep 2016 - May 2017
New York, NY

TABLET POSTURE STUDY Study Designer and Researcher

Designed a portable tablet stand to test the impact of screen height and angle on posture and to find optimal working positions. The study was designed to test across the most common tasks done on tablets, and tested 13 participants across a height range of 5-95 percentiles.

Mar - Jun 2014
Ithaca, NY