

ADELLA GUO

PRODUCT + SERVICE DESIGNER

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EDUCATION

Carnegie Mellon University

Pittsburgh, PA / 2014-2018
Bachelor of Design (BDes)
Product Design with double major
in Human Computer Interaction
GPA 3.73/4.0

Rhode Island School of Design

Providence, RI / June - August 2016
Summer Institute for Graphic Design
Studies

SKILLS

Sketching, Teaching
Storyboarding
User Research, User Testing
Sketch, Invision
Adobe CC (Ps, Ai, Id, Ae)
Basic HTML, CSS, Javascript
Basic p5.js, Processing, Python
Rapid Physical Prototyping
SolidWorks
Videography
Digital Photography

HONORS

School of Design Merit Award (2016)
Lee Goldman Design Scholarship (2017)
Carnegie Mellon University Dean's List
(Spring 2015 - Spring 2016, Spring 2017)

ACTIVITIES

Videographer / Lunar Gala

August 2016 - December 2016 / Pittsburgh, PA
Direct, film, and edit promotional videos for
CMU's student run fashion show, Lunar Gala.

Collaborative Illustrator / Moon Arts

April - May 2015 / Pittsburgh, PA
Contributed drawings of biodiversity with a
group of students and professors that will
be launched to the moon by CMU's Google
Lunar X Prize rover in 2019.

EXPERIENCE

Fresh Ops Design Intern / Jet.com - Walmart

June 2017 - August 2017 / Hoboken, NJ
Researched and designed visual solutions for a wide range of
properties including web, mobile, packaging and IoT to expand
Jet's fresh food business. Led workshops introducing more
design processes and thinking on the Fresh Operations team.

UX Designer / Fiat Chrysler Automobiles

January 2017 - May 2017 / Pittsburgh, PA
Researched in a team the possibilities of autonomous vehicle
integration within society and envisioned the future state of
how people will interact within this system.

UX Researcher / PNC Bank

January 2017 - May 2017 / Pittsburgh, PA
Researched teens and parents on their financial values
by analyzing how both stakeholders interact with a set
of developed web and mobile tools aimed at facilitating
responsible conversations about finances.

Teaching Assistant / Carnegie Mellon University

August 2016 - December 2016 / Pittsburgh, PA
Assistant taught fundamental drawing methodologies for first
year design students to effectively visualize and communicate
their ideas through sketching.

3D Lab Monitor / Carnegie Mellon University

August 2016-Present / Pittsburgh, PA
Oversees design students and their projects that use various
rapid prototyping machines and equipment (laser cutter, 3D
printers, power tools, wood shop) to ensure a safe and
non-stressful experience.

RELEVANT PROJECTS

Interactivity & Computation for Creative Practices

August 2016 - December 2016 / Prof. Golan Levin
Created computer programs and interactive experiments
with p5.js, Processing, FaceOSC, littleBits, basil.js, and D3 for
web data visualizations.

Human Robot Interaction Research

January 2016 - April 2016 / Prof. Illah Nourbakhsh
Developed a shivering robot with a Software Engineer and UX
Designer intended to study how humans empathize with robots
expressing physiological functions.