

Annie Dong

Product Designer

aldong@mit.edu | anniedong.com | linkedin.com/in/annie-dong-design

Education

MIT

2021-present

Major: Design

Minor: Brain and Cognitive Sciences

Relevant coursework: UX Research, Design, and Innovation · Visual Communication Fundamentals (Graphic Design) · Design Studio: Interact Intelligence (Human Computer Interaction) · Design Computation

Experience

Soundboard

Design Intern | June 2024 - August 2024

- Conducted user research interviews and analysis, generating insights that led to the identification of four innovation opportunities.
- Designed low-to-high fidelity mobile browser interface for 67 monthly active users, which was successfully presented to, developed, and implemented by the product team.
- Designed a comprehensive 20-page user guide and several 1-page customer resources that were published by the company to inform and onboard clients.
- Designed internal tax calculator tool wireframes, resulting in a developed product that reduced processing time and contributed valuable monthly data to customers.
- Collaborated closely with product management, business leadership, and engineering teams to ensure seamless integration and execution of design solutions.
- Developed a streamlined product onboarding process, reducing onboarding time and improving user satisfaction.

MIT Weblab

Frontend Designer and Developer | January 2024

- Participated in a month-long web development program, where I designed, wireframed, and developed the frontend for a website from scratch using Figma, CSS, HTML, and JSX.

MIT Self-Assembly Lab

Design Researcher | May 2023 - September 2023

- Researched thermo-reactive materials for active shading applications and documented application processes with 2D and 3D modeling techniques and physical fabrication, using Rhino, Illustrator, Excel, and laser cutting.

MIT Morningside Academy for Design

Design Researcher | June 2022 - August 2022

- Researched MIT's design history for an upcoming conference and MIT Museum exhibition on the upcoming MIT Morningside Academy for Design, a \$100 million center for design-focused education and innovation at MIT.
- Formatted the brochure on InDesign, helped structure the conference, and decided on panel topics.
- Created profiles on over 60 significant design innovators as panelists for the inaugural conference.

Projects

ParentPilot

2023

- Ideated, wireframed, and prototyped an app for young parents on Figma using extensive user research, including user interviews, user personas, user journeys, and market research.
- Created low-to-high fidelity wireframes in between rounds of feedback that we presented along with our user research to panelists.

Memeopoly

2023

- Ideated and designed an AI powered physical board game using 3D modeling, physical and digital prototyping, user testing, 3D printing, and laser cutting.
- Explored human computer interaction and created low-to-high fidelity prototypes that were thoroughly user tested.
- [CHI Play Finalist 2023](#)

Checkersbot

2024

- Ideated, wireframed, and developed frontend for an AI Checkers Bot that allowed users to play checkers live against ChatGPT taking on different personalities.
- Wireframed a prototype with Figma, then used CSS, HTML, and JSX to develop the frontend of the website.

Skills

Design

User Experience · Interaction Design · User Interface · Physical and Digital Prototyping · Graphic Design · Wireframing · Low-to-High Fidelity Wireframing · Visual Design · 3D Design/Modeling · Presentation

Research

User Interviews · User Testing · Information Architecture · User Journey Mapping · User Personas · Market Research · Competitor Analysis · Design Strategy

Software

Figma · Illustrator · Photoshop · InDesign · HTML · CSS · JSX · Miro · Arduino · Python · Rhinoceros · Fusion 360 · AutoCAD · Excel

Other Skills

3D printing · Circuits · Laser Cutting · Woodworking

Awards

- [CHI Play Finalist 2023](#)
- HackMIT Member 2024