



AARON TANG

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OBJECTIVE

To generate a dynamic, curious, and inspirational experience with a diverse team of people to challenge and create some kick-butt projects.

EDUCATION

2005, **Harvard Graduate School of Design**, GSD, Cambridge, MA
Master in Design Studies, MDesS, "Product Design in Architecture".

2004-2005, **MIT Media Lab**, MAS, Cambridge, MA
Tangible Interfaces Studio, Smart Mobilities Studio: Redesign of the Paris Bus System.

2002, **Rhode Island School of Design**, RISD, Providence, RI
Bachelor of Fine Arts, BFA, "Industrial Design".

2002, **Japan: Old and New, an Architectural Tour**, Japan, Wintersession Study Abroad.
Studied famous temples, shrines, and gardens in Ouda, Kyoto, Seika University, Ise, and Osaka.

2001, **Massachusetts Institute of Technology**, MIT, Cambridge, MA
MIT Agelab, developing innovative technologies and applications promoting healthy, independent living throughout the human lifespan for the aging community.

EXPERIENCE

2008, **Lidl**, Boston, MA
Senior User Experience Designer

2005-present, **Creative Consultant**
Inventions, ideas, products, user experiences, usability research, interactions, services, information visualizations, brands. Clients: Invidia, Microsoft, MIT MediaLab, MIT DesignLab, Pitti Uomo, RATP, Radiospire, Snif Labs, Siemens Medical, and various start-ups and independent inventors.

2004, **Herbst Lazar Bell Inc.**, Waltham, MA
Medical equipment, systems, consumer products, commercial goods, and usability research.

2003, **Design Continuum**, West Newton, MA
Industrial Design co-op: research, concept development, model making, CAD, and presentations.

2003-present, **TED Conference**, Monterey, CA
Assistant in production content management in digital imaging and graphics.

2002, **Sony Electronics**, Park Ridge, NJ
Design Consultant: Advanced product development for Sony's forecasted future.

2001, **ITEM New Product Development**, Providence, RI

SKILLS

- Strong background in drawing, quick sketcher
- Highly developed knowledge in advancements of materials and technologies
- Well experienced in sculpture and model-making
- Skilled in a wide range of shop tools/machines: Metal, Wood, Plastic, Foam
- Curious problem solver, creator, and concept developer
- Diverse knowledge in manufacturing techniques and engineering possibilities
- Team driven attitude
- Patience

AWARDS

- 2007, "Best of CES" finalist, "UniCast"
- 2007, "Popular Mechanics", Editors Choice award, "UniCast"
- 2006, "American Inventor", reality TV series on ABC networks
- 2005, CHI Conference, Interactive Poster, "Sparks"
- 2004, "INNOVATIONS" magazine, "BikeBug"
- 2004, "IDEA/IDSA" Silver Award, Design Explorations, "BikeBug"
- 2002, "Marc Harrison Award" for Excellence in Design and Invention, *RISD*
- 2001, "WIRED" magazine project article, November issue, "Pen-cell"
- 2001, "METROPOLIS" magazine project article, December issue, "Pen-cell"
- 1998, "National Foundation for the Advancement In the Arts" Awardee (NFAA)
- 1998, Arts Recognition and Talents Search Awardee (A.R.T.S)
- 1997, "Marie Walsh Sharpe Art Foundation" Scholar

COMPUTER mac/pc

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|---------------|--------------|---------------|
| - Photoshop | - SolidWorks | - Premiere |
| - Illustrator | - Maya | - Powerpoint |
| - Vellum | - Pro E | - Dreamweaver |
| - Freehand | - Form Z | - Imageready |

INTERESTS

Violin (13+ yrs), Music, Unicycle, Ultimate Frisbee, Singing, Tennis, Traveling, Fishing, Snow Sports, Camping, Drawing, Sculpture, Graphics, Games, Riddles, Ideas, People, Technology, Web, Food!!!