

# Angela Baek

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## EDUCATION

**Brown University**, Providence, RI

*Expected May 2024*

Double Major, Bachelor of Science (B.S.), Design Engineering (Industrial Design) & Visual Arts; GPA: 3.96

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## SKILLS

**Technical:** Adobe Creative Suite (Photoshop, Illustrator, InDesign), 3D Modeling (Solidworks, Fusion 360, Blender, AutoCAD), Welding, MATLAB | **Languages:** Korean (fluent), Spanish (intermediate), enthusiasm (fluent)

**Relevant Skills:** Storyboarding, moodboard creation, finite element analysis (FEA), attention to detail, time management, project management, strong communication skills, basic carpentry and fabrication, willingness to learn

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## PROJECTS

**“BAKE & RACE”**

*June 2022 - August 2022*

***Themed Attraction Experience Based on Existing IP - Art, Design, Engineering***

- Designed project from blue sky to development, guided by feedback from industry mentors
- Created new experience inspired by existing IP, integrating attraction within current theme park system
- Developed ride story through high quality concept deliverables by integrating Blender & Fusion 360, incorporating graphic signage design packages, queue design, and 2D and 3D concept illustrations
- Adhered to ADA and ASTM 24 safety standards in ride engineering, mitigating hypothetical risk through structural analysis simulations, rapid prototyping, and technical documentation

**“MICROCOSM”**

*July 2021 - September 2021*

***Interactive Sculpture Experience Transporting Guests into the Cosmos***

- Developed environmental storytelling & immersive experience through a multisensory environment
  - Leveraged found materials and lighting in multiple modes to reinforce key narrative elements (familiar/foreign environments, contemplative self-reflection, adventure and exploration)
  - Incorporated cold temperature as part of the experience to create guest awareness of impending danger
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## DESIGN, ART, & ENGINEERING EXPERIENCE

**Merchandise Graphic Designer** | *Freelance*

*May 2021 - Present*

- Translate Musician/Artist brand identities into a design language for cohesive fan merchandise
- Implement entire design process from high concept to fabrication to advertising in limited timelines
- Build Musician/Artist relationships via social media, achieving +300% growth in commissions per project

**Studio Lead** | *Brown University, ENGN0032*

*August 2021 - Present*

- Pioneer project-based experiences that deliver student transformation beyond the classroom
- Spearhead workshop training (eg. CNC machines, wood lathe) for 28 teaching assistants and 130+ students to fuel rapid prototyping; coordinating multidisciplinary teams with go-where-needed attitude
- Increased class size by +190%, while achieving 4.9/5 rating on key teaching assistant attributes

**Manager** | *Brown Design Workshop (BDW)*

*January 2022 - Present*

- Facilitate communication among 40+ monitor staff, 2000+ active members, and 500+ new members since 9/2022, strengthening makerspace community that drove explosive growth in applications by 5.25x
- Prototype an improved website by conducting UX research and implementing through Figma
- Coordinate Environmental, Health & Safety training for all staff, managing schedules and budget