

# Mingdong Chen

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## EDUCATION

**Brown University | Rhode Island School of Design**

Joint Degree, Master of Arts of Design Engineering

Providence, RI/USA

07.2022 -06.2023

**Southern University of Science and Technology (SUSTech)**

Bachelor of Engineering, Mechanical Engineering

Shenzhen, Guangdong/China

09.2017 -06.2021

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## SKILLS

**Designing Software:** SolidWorks (CSWA ), Fusion 360, Revit, Rhino, KeyShot, Adobe Illustrator, Adobe Photoshop

**Programming Language:** C++

**Languages:** English (Fluent), Mandarin (Native Speaker), Cantonese (Conversational)

**Design Skills:** User Research, Prototyping, User Interface Design, Usability Testing

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## WORK EXPERIENCE

**Walt Disney Imagineering**

*Creative Technology Intern*

Glendale, CA

06.2023 -Present

R&D, Advanced Creative Development Team.

- Developed interactive installations as part of an immersive experience initiative.
- Actively engaged in the mechanical design aspects of various products and designs.
- Fabricating prototypes with a variety of materials including metal, wood and plastic, etc.

**Shenzhen Ancoraspring Inc.**

*Product Designer*

Shenzhen, Guangdong/China

07.2021 -06.2022

*Ancoraspring provides cloud-based collaborative automation industrial design software*

- Collaborated with web developers to design and develop an online configurator of industrial furniture and equipment, utilizing user-centered design principles and human-computer interaction techniques.
- Designed a series of innovative industrial furniture and workstations, balancing aesthetic appeal with ergonomic functionality and manufacturing feasibility.

**Nanyang Technological University, School of MAE**

*Research Assistant, Intern*

Singapore

07 -08.2019

- Proposed and evaluated various mechanical structure designs, considering factors such as weight, stability, and durability.
  - Conducted research on the development of a track construction robot, utilizing principles of mechatronics, kinematics, and control systems;
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## PROJECT EXPERIENCE

**Phone Booth Redesign for UN Officers**

**United Nations, New York**

- Engaged in team discussions post-UN visit to incorporate feedback and consider idea-sharing across different booths and themes.
- Contributed to a dynamic learning environment, sharing ideas, and fostering connections with UN professionals.

**CoffeeHouse, A Home, Crafted for Brewers and Their Community**

**Brown -RISD, Brown Coffee Club**

- Conducted user research and utilized insights to lead the design process.
- Sketched, prototyped, and tested various design concepts and conducted usability testing to evaluate the user interaction and flow of the prototypes.

**Robotic Cane as a Soft SuperLimb for Elderly Sit-to-Stand Assistance**

**SUSTech - MIT Collaboration**

- Engineered an innovative wearable assistance system, comprising a pneumatically-activated robotic cane and an adaptive inflatable vest, aimed at aiding the elderly in the sit-to-stand transition.
  - Authored and published a scholarly article titled "Robotic Cane as a Soft SuperLimb for Elderly Sit-to-Stand Assistance," 2020 3rd IEEE International Conference on Soft Robotics (RoboSoft), 2020, pp. 599-606, doi: 10.1109/RoboSoft48309.2020.9116028.
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