Mengxi Tan
Product Design and Research

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■ Work Experience

Autodesk | Intern, Generative Design
June 2019 - Aug 2019, San Francisco

Owned UX research initiative to understand user engagement and product opportunities for Generative Design in Autodesk's three verticals (Industrial Design, Architecture, Media & Entertainment). Conducted 22 intensive 1:1 stakeholder interviews across multiple functions and geographies.

Reported insights and recommendations to central leaderships in strategy and research groups.

Mastercard, APT | Business Consultant
July 2017 - Apr 2018, Tokyo & Taipei
Aug 2016 - July 2017, Arlington, VA

Designed, tracked and modeled statistical business tests for Fortune 500 retailing and financial services clients using SQL and APT analytics software.

Supported and trained US, Japanese and Taiwanese clients on software usage. Collaborated with product team on localization and UX design.

National Science Foundation | Designer
Project "Self-Reflected", Data Visualization
Jan 2015 - May 2016, Franklin Institute, Philadelphia

Created a 300" x 200" gigantic complex visualization of the human brain neural network with ten neuroscientists, artists and engineers. Visualized over 300 vector images from biological info using Illustrator. Managed research wiki page using HTML and CSS.

Titmouse, Inc. | Intern, Animation
Jun 2015 - Aug 2015 , New York City

Cleaned up special effects animation using Photoshop and Flash. Managed production process for *Teenage Mutant Ninja Turtles: Blast to the Past*.

■ Education

Harvard University, Graduate School of Design & School of Engineering
Master in Design Engineering(MDE)
Aug 2018 - Expected May 2020

iLab Venture Incubation Program, 2020
Director's Award, 2018 - 2019
Teaching Fellow, Core Studio Fall 2019
Editor-in-Chief, MDE Class Book 2019

University of Pennsylvania, The Wharton School
B.S. in Economics & B.A. in Fine Arts
Sep 2012 - May 2016, magna cum laude

Fine Arts Graduation Award in animation, 2016
1st Place, PwC Wharton Case Comp 2015

Duke University, Online
Aug 2016 - Apr 2017
Software Design, Data Structure, Front-End Programming

■ Skills

Product: Quantitative and Qualitative Research, Data Analysis, Data Visualizaiton, Statistics, Product Strategy, Product Management

Design: Wireframing, Prototyping, Motion Graphics, Illustration, Front-End Programming

Tools:
-Adobe PS/AI/XD/AE, Sketch, Figma, Rhino
-Tableau, R, SQL, Trello, Excel
-HTML&CSS, JavaScript, Python, C#
-3D Printing, Laser Cutting
-English, Mandarin, Japanese

Interests:
Cooking, Gaming, Painting, Hiking