

CELINE TA

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I design product-service systems for social good through intense collaboration, flexible design processes, and putting people first. My training in engineering, and more recently, social science methods, augments my quantitative analysis and technological prototypes.

\ EXPERIENCE

THE FUTURE COMPANY (formerly FUTURE LABORATORIES), Aug 2017 - Apr 2019

Designer, Jan 2019 - Apr 2019

- > Lead early research and strategy (landscape analysis, insights synthesis, concept generation) for several projects, including delivery of 100+ page proposal for multimillion-dollar public policy institute focused on “civic imagination”
- > Coordinate project tasks, timeline, and collaborative process across multiple disciplines (researchers, product designers, and financial sponsors) to conceptualize and design novel impact evaluation tool
- > Locate and analyze large, public datasets and existing literature to develop a rich mapping of the state of loneliness and its relationship to other social problems in the U.S.

Associate Analyst, Mar 2018 - Jan 2019

- > Synthesize and disseminate 5+ reports on various social problems and interventions on topics such as homelessness, mental health diagnostics, public space, cognitive health, and the future of work
- > Research policy, funding streams, and city and county programs to inform an equity-centered, systemic transformation of the homelessness service system to address the homelessness crisis in Seattle
- > Layout and create static and interactive data visualizations for research reports and manage department website design and content

Project Manager (Consultant, Economic Insecurity project), Aug 2017 - Jan 2018

- > Review and analyze 200+ articles on economic insecurity and novel cash interventions in the United States such as basic income and earnings matches
- > Synthesize insights across three thematic substreams (economic feasibility, inclusion and impact, and storytelling) into systems maps and 100+ page full report
- > Monitor and manage team progress, including hiring supplemental talent, and enforcing team health norms
- > Support economic modeling and visualization in R, survey design and focus group facilitation for perspectives across the political and socioeconomic spectrum

DESIGN THAT MATTERS, Sep 2016 - Aug 2017

Capstone / Product Development & Engineering Fellow

- > Co-design internationally-understood user interface and develop product requirements for novel newborn warmer based on interviews and co-design with 20+ health professionals in Vietnamese and US hospitals
- > Test and document prototype in preparation for CE and IRB compliance and testing and future grants
- > Independently develop electrical wiring system and specs for a manufactured, phototherapy-compatible heating film and integrate with UI to create fully-built prototype in 6 weeks

\ EDUCATION

FRANKLIN W. OLIN COLLEGE OF ENGINEERING, Needham, MA, USA

B.S. Engineering, with a concentration in Product Design & Development, Class of 2017

\ TOOLS

DIGITAL PROTOTYPING Adobe Illustrator, InDesign, Figma, SolidWorks, POP/ Invision/ Marvel

FABRICATION 3D printing, laser cutting, manual mill, routing, casting/ brazing, composites, foam modeling

PROGRAMMING Python, Arduino C, C, MATLAB, basic HTML/CSS/D3.js, basic R