Ethan Rubens

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Education

Royal College of Art and Imperial College, London, England, 2022-2024
Innovation Design Engineering: MA and MSc, Distinction

Dartmouth College, Hanover, NH, 2016-2020
Anthropology Modified with Studio Art: BA

Experience

MXXY California, May 2022 - August 2022
Interaction Design + UX Research
- Worked closely with leadership (CEO, CTO) and an independent design studio, ensuring clear communication and alignment on product development and design execution.
- Led UX research for Gen 1 product, coordinating user and athlete interviews, managing communications and gathering insights to guide development of new interactions.
- Created CAD Designs and prototypes for physical interactions, component ergonomics studies, and graphic identity.

DSLV Brooklyn, NY May 2022 - August 2022
Design Research
- Designed interactive interior settings and installations to enhance user engagement in underutilized spaces, applying human-centered design principles.
- Curated visual references to translate abstract concepts into tangible design solutions.

Factioned Brooklyn, NY September 2021 - April 2022
Industrial Design
- CAD Design of mechanical sculptures, physical model making, and prototyping.
- Documentation: photos of site visits, renders, shop drawings for machined parts.

Cary Bernstein Architects San Francisco, CA February 2021 - May 2021
Research + Design
- Analyzed state legal codes to uncover intervention points and insights for amending regulations, focused on safeguarding licensed architects from unlicensed developers.
- CAD design for residential projects.

Skills

Design: Fusion360, Figma, Photoshop, Illustrator, After Effects, Premiere, photography.
Technical: JavaScript, HTML/CSS, Arduino, electronics, rapid prototyping.
Analytical: Ethnographic research, literature review, data analysis, user testing, UX research.

Elsewhere

Usually: Listening and looking closely. Archiving creative experiments at **acheuleanlab.com**
Otherwise: Riding, fixing, and building bikes.