

Ethan Rubens

Designer + Creative Technologist

Portfolio ethan-rubens.com

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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

Product Design + UX Research

- Created CAD Designs and prototypes for physical interactions and ergonomics of novel hydration backpack system. Assisted development of graphic identity. Applying anthropology background led UX research review, interviewing, managing communications and gathering insights to guide development of next gen hardware.

DSL Brooklyn, NY May 2022 - August 2022

Creative Technologist

- Designed interactive digital and physical experiences, applying human-centered design principles. Developed client presentation materials: renders, references, and sketches.

Factioned Brooklyn, NY September 2021 - April 2022

Product Design + Fabrication

- CAD Design, physical model making, and prototyping of mechanical sculptures and retail display installations. Extensive rapid prototyping (Fusion360, 3d printing) and traditional fabrication. Lead project documentation and archiving: renders, shop drawings for machined parts, photos of prototypes and site visits.

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, Blender, Unreal Engine, Adobe Suite.

Technical JavaScript, Web-dev, HTML/CSS, electronics, fabrication, welding, machining, rapid prototyping, photography.

Analytical Ethnography, literature review, UX research, user testing.