Annie Shin

Industrial Designer • 734-787-0978 • ashin46@gatech.edu • linkedin.com/in/annieshinid • designbyannie.xyz

EDUCATION

Georgia Institute of Technology <div style="float:right">Atlanta, GA</div>

Bachelor of Science in Industrial Design <div style="float:right">Expected May 2026</div>

- Dean's List 2024; Zell Miller Scholar 2022-2024

RELEVANT EXPERIENCE

Georgia Institute of Technology — Atlanta, GA
Student Instructional Media Specialist — June 2024 - Present

- Recorded and facilitated engaging online lectures, ensuring content was delivered clearly and effectively
- Managed live interactions, addressed participant inquiries, and facilitated discussions to enhance the learning experience.
- Provided technical support before and during sessions, troubleshooting issues with audio, video, and connectivity to ensure smooth delivery.

Georgia Tech Problem Solving and Educational Technology Lab — Atlanta, GA
Animator & Research Assistant — May 2024 - January 2025

- Designed a custom character from concept to final artwork, collaborating closely with the client to ensure the design met their specific requirements and vision.
- Rigged the character for animation using Adobe Illustrator and Adobe After Effects, ensuring smooth and versatile movement for various scenes.
- Produced over 45 minutes of animated content while integrating client feedback at each stage to refine animation, resulting in a polished and professional final product delivered on schedule.

Georgia Tech Interactive Product Design Lab — Atlanta, GA
Lab Mentor — January 2025 - Present

- Supported the use of lab resources for 200+ students and faculty, increasing efficiency by 20% in research and educational activities
- Developed an inventory classification system using system thinking to streamline processes for product design and electrical engineering applications.

PROJECTS

The Exhibition — Fall 2024

- Conceptualized with a team, a fine dining experience that connects the gustatory narrative with an immersive environment utilizing skills in Figma, Adobe Premiere Pro, Adobe Illustrator, 2D animation, experience design

Eyes Wide Open — Spring 2024

- an animatronic mask that communicates the feeling of living in ignorance, utilizing skills in Fusion 360, Adobe Illustrator, Arduino C++, visual storytelling, industrial design, rapid prototyping, ideation, sketching

Pivot — Spring 2024

- a chair and lamp set utilizing Fusion 360, Adobe Photoshop, KeyShot, design research, form development, prototyping, user-centered design

SKILLS

Software: Figma, Adobe Creative Suite (Photoshop, Illustrator, InDesign, Premiere Pro), Microsoft Office, Slack, Fusion 360, Solidworks, Blender, Maya, Keyshot, Unity, C++
Skills: Digital Design, User Experience Design, Industrial Design, Collaborative Ideation, User-centered Design, Visual Storytelling, Form Development, Rapid Prototyping, User Testing, Wireframing, Design Research, Oral Communication, Problem Solving, System Thinking, Feedback & Collaboration