

# Janet Sun

Janetsun05@gmail.com | (647) 326-3366 | janetsun.works | linkedin.com/in/janet-sun05 | Providence, RI / Toronto, ON

## Education

---

**Rhode Island School of Design**, B.A. Industrial Design Sep 2023 - June 2027

- GPA: 3.8/4.0
- **Relevant Coursework:** Web Design, Solidworks, Computation, Design principle

**Brown University** Sep 2023 - June 2027

- **Coursework:** Social Psychology Course, Perception & Mind Course, Science of Consciousness Course, and Literature, Science, and Technology in China

## Experience

---

**Rhode Island School of Design** Providence, RI  
*Computer Aided Design Lab Monitor* June 2025 – Present

- Supported students with laser cutting, **3D printing**, and **CAD workflows**.
- Troubleshoot fabrication equipment and reduced downtime

**S2 Consulting inc** Toronto, ON  
*Creative specialist and Marketing intern* June – August 2024

- Led company branding initiatives, developing a cohesive visual identity across digital platforms and marketing materials. Grew social media performance, with content scaling from 100 views to peaks of **15K views**.
- Designed and rendered “Bluey,” a **custom company mascot**, and created a branded **emoji package** published on WeChat to enhance user engagement.

## Projects

---

**Seedle** [Link](#)

- Designed and prototyped Seedle, a physical seed shaker and companion app addressing hummingbird population decline through stakeholder research, SolidWorks CAD, and iterative 3D printing; **exhibited at the RISD 2025 Industrial Design Triennial**.
- Designed a **companion app in Figma** with seasonal color coding that mirrors the physical seed shakers, featuring a real-time bird sighting map, community bloom tracker, and virtual seed randomizer to make conservation intuitive and engaging.

**Echos of Providence** [Link](#)

- Conducted community research with over **90+ interviews** and AEIOU fieldwork at Providence Place Mall, translating local insights into an **immersive AR exhibition** concept that reframes the mall as a platform for local culture and storytelling.
- Built two custom SnapLens AR experiences celebrating Providence’s WaterFire event and mural art scene, and co-constructed 9 physical pedestals and walls as QR-triggered portals bridging the digital and physical installation.

## Skills & Interest

---

**Computer:** Adobe Creative Suite, Arduino, Procreate, Marketing Media Softwares, SnapAr Lens Studio, Figma, 3D CAD (Rhino & Fusion 360, Solidworks, Blender, Nomad), Coding (JavaScript, HTML, CSS, p5.js)

**Research:** Ethnography and Usability Testing

**Design:** Orthographic Drawing, Concept Drawing, Design Thinking

**Fabrication:** 3D Printing, Metal & Wood Working

**Languages:** English, Cantonese, Mandarin, French

**Interest:** Emerging Tech Innovations, AI Agents Tools, Interactive Media, Music Enthusiast, Human Psychology/Behavior