

# Rebecca Zielinski

Service Designer | Mechanical Engineer

a collaborative designer using empathy  
to improve user experiences

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## Education

### Georgia Institute of Technology

May 2019

B. S. in Mechanical  
Engineering

Minor in Industrial  
Design

## Skills

### Design

User Research  
Persona Development  
User Flow  
Journey Mapping  
Affinity Diagramming  
2x2 Prioritization

### Visualization

Concept Sketches  
Storyboarding  
Mockups  
Rapid Prototyping

### Software

Illustrator  
InDesign  
Inventor  
SketchUp  
SolidWorks  
AutoCAD  
MATLAB  
LabVIEW

### Languages

English - Native  
Spanish - Intermediate

## Work Experience

### Technical Designer | Aluvision Inc.

May 2019 – Jan 2021 | Atlanta, GA

- Designed the aluminum framing of trade show booths based on clients' basic descriptions, artistic sketches, or CAD models
- Balanced clients' short term need for unique show booths with long term need for reusability and cost efficiency
- Created technical production drawings
- Worked in a cross-functional team spanning multiple time zones and languages
- Created SketchUp models of the product line in real world settings for the marketing team

### Mechanical Co-op | Phillips Gradick Engineering

Jan 2017 – Aug 2018 | Atlanta, GA

- Designed and produced documents for multifamily projects, including common corridors, units, and amenity areas
- Supported engineers and designers in their efforts to design and complete commercial, educational, and multifamily projects

## Design Leadership

### Co-Founder / Project Leader | AssisTech

Aug 2017 – May 2019

Organization dedicated to designing and fabricating pediatric assistive and rehabilitative products.

- Established and cultivated partnership with Interactive Product Design Lab
- Served as Director of Member Services and led recruiting efforts, general body meetings, membership planning activities, and member communication
- Managed teams designing/fabricating prototypes
- Identified and taught team members requisite skills for each project (circuitry, soldering, 3D prototyping best practices)
- Created budgets and timelines

### Mentor | Interactive Product Design Lab

Jan 2018 – May 2019

Lab supports teaching and research, providing students the opportunity to investigate, explore, and experiment with new technologies.

- Guided students learning new skills and troubleshooting project problems
- Identified problems and aided in solution ideation in support of ongoing graduate research
- The only undergraduate among a select few graduate students with unlimited access to lab and equipment