

SETH NGUYEN

MECHANICAL DESIGN ENGINEER

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EDUCATION

Stanford University

B.S. Engineering, Product Design
2020 - 2024

Stanford University

M.S. Mechanical Engineering
2024 - 2025

SKILLS

Material Analysis
Computational Analysis
Rapid Prototyping
Graphic Design
Wireframing
UX Research
UI Design

TOOLS

Fusion360
Python
C++
Adobe CC
Figma

EXPERIENCE

Simone Acc. Collection

Manufacturing Design Intern

Ui-Wang, South Korea

06/23 - 08/23

- Implemented control plans to ensure critical features were maintained throughout the assembly and production processes.
- Successfully managed relationships with stakeholders, including Tory Burch headquarters in New York and manufacturers in Vietnam, overseeing multidisciplinary projects to completion.
- Developed and validated manufacturing processes to ensure product quality and consistency.
- Actively supported Lean manufacturing and 5S initiatives by streamlining processes and improving workflow efficiency in collaboration with cross-functional teams.

Hasso Plattner Institute of Design

Peer Advisor

Stanford, CA

08/23 - Present

- Facilitated communication between faculty and students, serving as a liaison to address diverse issues and concerns within the design program.
- Collaborated with faculty and staff to develop and implement initiatives aimed at enhancing student engagement, retention, and overall program satisfaction.

Carta Lab

UI/UX Designer

Stanford, CA

01/23 - Present

- Collaborated with designers and engineers to elevate Stanford's official course exploration platform. Conducted user interviews to pinpoint and address crucial user pain points and needs, ensuring an enhanced user experience.

Stanford GSB Library

Design Assistant

Stanford, CA

07/22 - Present

- Revamped and streamlined cross-platform website efficiency through HTML and CSS restructuring, optimizing information architecture, branding, and user experience, while also creating weekly e-signs to promote library resources.

Torpedo

UX Design Intern

Remote

06/22 - 08/22

- Guided user research to identify pivotal needs, elevating the e-commerce experience with innovative gamification and social interaction strategies. Orchestrated the design of mobile platform prototypes for seamless integration.