

Audrey Reiley

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PROJECTS

Guardians of the Monarchs: Child-Led Learning Experience

Jan – Apr 2025 | *Design for Learning Experiences Course*

- Designed four-station immersive exhibition at Phipps Conservatory with wayfinding systems, interactive signage, and environmental activities
- Conducted visitor research and iterative prototype testing with Phipps staff and visitors to refine design based on accessibility and educational goals
- Fabricated exhibition components and developed color-coded wayfinding system to optimize visitor experience across botanical garden spaces

CMU Welcome Center: Spatial Design for Prospective Students

Jan – Apr 2024 | *Design Studio II Course*

- Managed full project cycle for CMU Welcome Center, delivering physical prototype and spatial renderings through stakeholder collaboration
- Designed interactive spatial experience combining physical and digital elements within a \$500 budget constraint
- Integrated feedback on space utilization, user flows, and accessibility requirements into design iterations

The Sensitive Botanist: Interactive Plant Identification

Oct – Nov 2023 | *Interaction Design Studio I Course*

- Designed and fabricated two interactive installations: augmented reality magnifying glass and machine learning-powered plant identification station
- Built functional prototypes using 3D printing, Arduino, and projection technology; trained ML model using collected plant specimens
- Conducted ethnographic research across eight Phipps spaces to identify visitor behaviors and opportunities for interactive engagement

Lo: Conversational AI Agent for Lowes

Sept – Oct 2023 | *Interaction Design Studio I Course*

MUSE Design Awards Gold-winning project

- Designed conversational AI system with voice interface and AR visualization across mobile, tablet, and in-store kiosk platforms for Lowe's
- Conducted user research with 16 participants, creating personas and journey maps to identify pain points across the DIY experience
- Developed voice UI flows, interaction states, and visual identity system

WORK EXPERIENCE

Adjunct Instructor

May – Nov 2025 | *Carnegie Mellon University | Pittsburgh, PA*

Sustainable 3D Printing Materials Research

- Developed and tested 3D printing recipes using coffee and mycelium as regenerative building materials for architectural applications, and maintained detailed experimental data records
- Fabricated material samples and tested structural properties while learning mycelium inoculation techniques and materials preparation protocols

Research Assistant

Oct 2024 – May 2025 | *Carnegie Mellon University | Pittsburgh, PA*

Data Driven Exploration on Design Studies

- Conducted qualitative analysis of 50+ user surveys, identifying themes across participant groups and synthesizing findings into evidence-based conclusions
- Co-authored peer-reviewed research paper *Examining the Impact of Design Studies* which was conditionally accepted to the DRSLXD conference

Teaching Assistant

Aug 2022 – Oct 2024 | *Carnegie Mellon University | Pittsburgh, PA*

Courses: The History and Future of Interaction Design, Transition Design, Sophomore Communication Design Studio, Design Studies: Systems

- Managed course logistics including LMS administration, assignment grading, and feedback delivery for design coursework
- Held weekly office hours to reinforce design concepts, critique student work, and provide guidance on project development

Instructional Designer

Feb 2021 – Apr 2023 | *DOT Training Solutions | Remote*

- Produced SCORM-based training media including video, audio, and graphics using Camtasia, Pro Tools First, Audacity, Photoshop, and Illustrator
- Provided solution-based recommendations and developed implementation benchmarks for continuous improvement

EDUCATION

Carnegie Mellon University | Pittsburgh, PA

MDes, Design for Interactions

Aug 2023 - May 2025

Carnegie Mellon University | Pittsburgh, PA

MA, Design

Aug 2022 - May 2023

Lebanon Valley College | Annville, PA

BFA, Studio Art & Art History

Aug 2014 - May 2018

SKILLS

Design Tools

Figma, Adobe Creative Suite, Miro, Fusion 360, Arduino IDE, p5.js, Camtasia, Notion, Claude, NotebookLM, ChatGPT, Midjourney, Inworld AI

User Research

Field research, stakeholder interviews, usability testing, surveys, contextual inquiry, journey mapping, personas, service blueprints, user flows, card sorting, A/B testing, affinity mapping, heuristic evaluation, competitive analysis, qualitative & quantitative analysis

Design Deliverables

Information architecture, user flows, site mapping, wireframing, sketching, storyboarding, low-fi prototyping, high-fi prototyping, interactive prototyping, physical computing, interaction design, motion design, visual design, accessibility design, design systems, micro-interactions,

Project Development

Agile methodologies, cross-functional collaboration, sprint planning, design sprints, stakeholder management, project scoping, JIRA & Confluence (familiarizing), rapid tool adoption

RECOGNITION & AWARDS

Material Alchemy of Food Waste Exhibition

2025 | *SiGaDi*

Biomaterials using food waste and invasive plant species

Biogenic Futures Exhibition

2025 | *University of Colorado Boulder*

Biomaterials using food waste and invasive plant species

CS+X Grant

2025 | *Carnegie Mellon University*

100-robot art installation translating environmental data into choreographed movement

Tikkun Olam Makers Fellow

2024 - 2025 | *Carnegie Mellon University*

Creating assistive technology for children with disabilities

Indigo Silver Winner & Muse Gold Winner

2024 & 2025

Lo - Conversational AI for retail

Fulbright English Teaching Assistant

2019 | *MACEE*

Cross-cultural education for 300+ students in Malaysia