

Audrey Reiley

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA | Master of Design, Design for Interactions | 2023-2025

Carnegie Mellon University, Pittsburgh, PA | Master of Design | 2022-2023

Lebanon Valley College, Annville, PA | Bachelors of Art in Studio Art & Art History | 2014-2018

EXPERIENCE

Research Associate | **Meta Reality Labs**, Pittsburgh, PA | May 2026—Present

- Operate facial and body capture systems including domes and VR headsets for data collection
- Stage, configure, and troubleshoot capture hardware and software, escalating technical issues with detailed documentation to support engineering and maintain data integrity
- Track participant data, maintain and update standard operating procedures, and contribute to process improvement initiatives to optimize capture workflow efficiency and data quality

UX/UI Designer | Intern at **Framewell**, Pittsburgh, PA | Jan 2026—Present

- Partnered with founder and engineering team to prototype and refine UI/UX for an AI-powered HealthTech explainer tool, advancing the product toward an investor-ready MVP
- Built a scalable, accessible design system in Figma complete with component specs, interaction states, and edge case documentation to streamline developer handoff
- Led user feedback sessions with non-technical users, older adults, and caregivers, translating insights into targeted design improvements that enhanced readability, trust, and accessibility

Researcher & Designer | **Carnegie Mellon University**, Pittsburgh, PA | Aug 2022—Nov 2025

- **Designed interactive spatial installations blending physical-digital systems.** Co-created "Choreography of 100" using Rhino and Arduino in a kinetic modular robotic broom installation
- **Developed 3D printing recipes** using coffee, mycelium and biomaterials for architectural applications, documenting experimental data and fabricating tested samples
- **Published peer-reviewed research** examining the impact of Design Studies, conditionally accepted to DRSLXD 2026 Conference, and conducted qualitative analysis of 50+ user surveys, identifying patterns and synthesizing findings into evidence-based conclusions

Instructional Designer | **DOT Training Solutions**, Remote | Feb 2021—Apr 2023

- Collaborated with subject matter experts to develop 20+ SCORM-based training courses for hazardous materials truck drivers, producing video, audio, and graphic learning materials using Camtasia, Pro Tools First, Audacity, Photoshop, and Illustrator
- Designed assessments and testing materials aligned with DOT compliance objectives to evaluate driver comprehension and ensure regulatory knowledge retention
- Provided solution-based recommendations and developed implementation benchmarks to drive continuous improvement across the DOT compliance training program

RECOGNITION & AWARDS

- **2025 Material Alchemy of Food Waste Exhibition** | SIGADI | Biomaterials
- **2025 Biogenic Futures: Women Shaping** | Material Ecologies | CU Art Museum
- **2025 CMU XHacks** | *Most Innovative Winner* | Interactive art installation
- **2025 CS+X Grant (\$6K)** | Interactive art installation
- **2025 Tikkun Olam Makers Fellow** | Assistive technology with impact
- **2024 & 2025 Indigo Silver Winner & Muse Gold Winner** | "Lo" Conversational AI Agent
- **2019 Fulbright English Teaching Assistant** | MACEE | TEFL education for 300+ students

SKILLS

Design & Research: UX/UI, user research & testing, HCD methods, usability testing, journey mapping, qualitative & quantitative analysis, wireframing, prototyping, interaction design, design systems, VR & AR

Tools: Figma, Adobe Creative Suite, Miro, Fusion 360, Arduino IDE, p5.js, Camtasia, Notion, Claude, NotebookLM, ChatGPT, Midjourney, Inworld AI, Arduino, 3D printing, laser cutting

Collaboration: Stakeholder management, agile, cross-functional collaboration, workshop facilitation