

Elise Bushnell

Designer | Physical + Digital Products
Philadelphia, PA

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EDUCATION	University of Pennsylvania M.S.E. Integrated Product Design	Philadelphia, PA Expected May 2028
	University of California, San Diego B.S. Computer Science	La Jolla, CA June 2023 GPA 3.53

DESIGN + TECHNICAL SKILLS	Design: Industrial Design, Product Design, Form Development, Sketching, Physical Prototyping, Interaction Design, User Research, Systems Thinking Tools: Rhino, Figma, Adobe Creative Suite, React Native / Expo, Pepakura Fabrication: 3D Printing, Laser Cutting, Model Making, Acrylic + Wood Fabrication, Hand Finishing Technical: JavaScript, Node.js, AWS, PostgreSQL, Git, UNIX/macOS
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SELECTED DESIGN WORK	Botanical Contours	Physical Design + Fabrication 2026
	- Designed a layered botanical object using pressed flowers, acrylic, and contoured wood to explore preservation, transparency, depth, and light. - Developed the form in Rhino and translated digital geometry into laser-cut components for assembly and hand finishing.	
	Pine Puzzle	Object Design + Fabrication 2026
	- Designed a custom jigsaw puzzle inspired by a century-old family cabin, translating the silhouette and structure of a pine tree into an interactive object. - Developed the form through digital fabrication, hand painting, staining, assembly, and iterative color and material testing.	
	Flora Instrument	Product Design 2026
	- Designed a single-part handheld tool for manipulating delicate pressed flowers with greater control and reduced risk of damage. - Iterated through sketching and physical prototypes before modeling the final form in Rhino and fabricating it through 3D printing.	
	Ecstasis	Digital Product Design + Development 2025
	- Designed and built a mindful social platform centered on low-performative sharing, developing the interaction model, visual system, and core product flows. - Designed and built the React Native product and AWS/PostgreSQL backend end-to-end.	

EXPERIENCE	Apple - Software Build Engineer	San Diego, CA Dec 2023 - Mar 2025
	- Worked on release-critical build and integration workflows across Apple operating systems, collaborating across software, hardware, QA, localization, and program teams. - Owned cross-platform build pipelines and diagnosed complex integration failures in a UNIX-based production environment. - Selected for a small launch team supporting annual OS releases and new hardware during high-pressure integration cycles.	
	Beach Hut Deli - Assistant Manager	Granite Bay, CA 2018-2023 · 2025-Jun 2026
	- Led 4-6 person shifts in a high-volume service environment, coordinating workflow, training, customer experience, and issue resolution. - Managed ordering, inventory, receiving, cash reconciliation, and daily opening/closing operations.	