THE MISSION of the Integrated Design & Management program is to enable the learning and development of extraordinary, innovative leaders that will bring new levels of creativity, vision, and integrity to business and society.
At the heart of integrity + innovation

MIT’s Integrated Design & Management is a first-of-its-kind Master’s degree program that brings together the inspired, intuitive methods taught in the world’s best design schools, with the systematic, analytical methods of the world’s best engineering and business schools.
At the heart of **people + profit**

People are at the center of IDM, but profit is a required to have sustainable impact. We balance approaches from the MIT School of Engineering, the School of Management, and the integrated design process to enable our students to create desirable, feasible, viable, socially responsible, businesses to enhance the human experience.
At the heart of creativity + collaboration

Collaboration is exemplified at IDM by having equal parts business, engineering, and design in the composition of its student body and faculty. Through exposure to and interaction of these diverse backgrounds and sensibilities students learn to appreciate and integrate the best of what each individual brings to the project, resulting in enhanced creativity.
Laura Facusse

“Mr. Kressy’s integrated approach to engineering, business, and design resonated with how businesses should operate and the hands-on lab experience makes the program unique. This model should be adopted in corporations as a C-Suite group leading strategy.”

Laura is a passionate and driven entrepreneur and intrapreneur who has always combined creativity with business. At New York University, she designed her own curriculum in studio art, business, and philosophy. While creating a thesis project at Parsons School of Design, Laura reconnected with her passion—making and selling products. Her winning thesis was adopted as a case study at the Milano Graduate School in New York for a Social Entrepreneurship class and she was invited to present her business plan at the Global Youth Conference at the World Bank in Washington, D.C. In 2011, Laura launched her own cosmetics manufacturing enterprise, Vonne, Inc., in Honduras and had her products sold in Walmart and TV Shopping.

After designing, developing, and launching mass consumer products in LATAM markets for 8 years she realized she needed to take a sabbatical and continue her education.

Guillaume Defrance de Tersant

“Software is already integral in product design and will change the way we see the world,” he explains. “I want to dedicate my life to building innovative products and wonderful user experiences that will have a positive impact on our society.”

Guillaume has always been fascinated by how powerful the combination of engineering and business could be. “I believe that people with knowledge in both disciplines command respect and leadership to develop innovative products.” He was born and raised in France, where he completed a bachelor in Applied Mathematics at Orsay university and a Masters in Management at HEC Paris. During business school, he helped develop an education structure for two years, and worked in corporate finance as part of two six-month internships at Crédit Agricole and Silver Lake Partners. “During that time, I decided to change paths to be in the heart of the innovation process without knowing exactly how to get there,” he says. “When I found out about IDM, I thought it was the perfect fit. I realized that design is the toolbox that I was missing: the cornerstone of meaningful innovations that fuels impactful collaboration between business and engineering.” Guillaume interned at Dassault’s 3DExperience Lab, a 3D-focused startup incubator to gain more insights on new product development techniques. He has also been learning how to use 3D modeling and simulation software.
ALEX KLEIN

“It’s my job,” Alex says, “to make sure the best ideas make it out alive.”

Alex is an experienced ethnographic researcher and design strategist. He studies different microcosms of people (e.g., breastfeeding moms, pharmacists, retirees) to develop a deep understanding of their lives. To do that, he sits in people’s living rooms, follows them shopping, and observes them at work. Alex uses that empathy to design products and services that help solve human problems. He loves this type of work because, “it constantly shows you the world through others’ eyes.” Alex has worked with some of the biggest companies in the United States to launch new products and services. Recently, Alex spent a year as the UX lead to redesign a Fortune 20 company’s e-commerce platform. Through the immersive IDM experience, Alex hones his ability to prototype and develop real products, so that he can help lead ideas from imagination into tangible realities.

SUNEETA KARRI

“Learning is an intrinsic and continuous process in life that shouldn’t be limited by age,” she says. “And learning techniques have a huge impact, because they can break a person’s interest in the subject or can help them reach new heights.”

Suneeta’s background in computer science engineering and her specialization in toy and game designing have fueled her passion for working with new technologies in the field of learning and development—and with users in diverse age groups. In 2013, she joined the startup KNOLSKAPE as head of the design team. Within a year, Suneeta was promoted to design manager. During that time, the training industry ranked KNOLSKAPE as one of the top 10 global gamification companies in the world. Suneeta was responsible for designing simulations that were used to train managers on implementing managerial concepts in real-world scenarios. Today, these simulations are used in technology-based companies and across various sectors, such as financial services, banking, and products and services. She also developed recruitment processes that helped the company halve the time and money spent on recruiting talent. But the projects that Suneeta enjoyed the most focused on helping people of all ages, from developing educational toys for children with hearing disabilities and autism to using the skills of underprivileged women artisans from the villages of India to create a range of playful products made from byproducts of the fabric industry.
MEGHAN MAUPIN

“To achieve a broader impact,” she says, “I’m learning how to design products that meet a business objective while creating social value.”

Meghan is an architect and designer whose work considers human experience, the built environment, digital fabrication, and materials science. Working across disciplines and scales, from products to buildings, she uses design to make technology accessible and to connect people with their environment. In her early career as an architect, Meghan worked with the global non-profit Partners In Health to increase the standard of healthcare for thousands of Haitians through a large-scale teaching hospital. It was through this experience that she realized the success of the project was dependent on more than just design—it needed long-term vision and a strategic business model. Becoming increasingly interested in fabrication and materials, Meghan joined Formlabs, a startup that makes desktop stereolithographic 3D printers and materials. As one of the company’s first designers, she worked on the launch of the Form 1+ and Form 2 and developed use applications for various disciplines, including engineering, design, architecture, and dentistry. Today, her research merges her expertise in 3D printing with her background in architecture to focus on creating adaptable, deployable temporary structures via 3D printing.

PRATEEK KUKREJA

“I’m obsessed with technology and design,” he says, “specifically in marrying the two to create a product.”

An electrical engineer turned software geek, Prateek has a passion for solving problems. At the University of Maryland, he majored in electrical engineering and completed a competitive honors program in entrepreneurship and innovation. This trend continued when he began his career at Microsoft as a software engineer for a team specializing in developing custom products for large public-sector defense clients. Prateek and his team were responsible for the entire product development process—identifying client needs, turning needs into design prototypes, and then building and deploying the final products. As a result, Prateek developed a strong understanding of what it takes to go from ideation to product execution. Prateek then took his talents to New York City, where he worked for AOL to lead a new consumer product team. During his time in New York, Prateek also worked with his brother and friends on several side projects, such as Phoned, a recruiting platform, and Quotail, an options research and analytics platform. At IBM, Prateek is exploring new technologies and how design can be used to build better products and stronger business ventures.
PRATIK MODI

“A systems perspective can add greatly to product design and better ensure success of the product in the field,” Pratik comments, “Furthermore, engineers, designers, and business people working together can inspire each other to create better solutions more smoothly.”

Pratik has designed products such as a home-scale biogas digester that runs on food waste and an off-grid submersible irrigation pump that uses compressed air. He has worked extensively with people with visual impairment trying to address why most technology has not been accessible to people with disabilities. As a mechanical engineering student, Pratik restored a motorcycle and used it to travel solo across parts of India and later worked as a mechanic maintaining bikes of the same make. He also played and sang in a band. He has even discovered and helped describe a new species of frog. Pratik is passionate about products that have the capacity to give birth to extended ecosystems and markets around them. His experience working with various wildlife conservation organizations in different parts of India has given him great respect for the power of ecosystems. He strongly believes in the inter-connectedness of things.

JONATHAN MILLER

“Common to either outcome,” he says, “is the humble first step made by a team with a dream—entrepreneurs, choosing to launch a venture.”

With a background in applied research and business development, Jonathan seeks to drive concepts toward the marketplace. He has developed award-winning technical projects in computer science, mathematics, and chemistry, and was a researcher at a defense/health non-profit facility. While an adjunct instructor at Penn State University and at Saint Francis University, Jonathan was honored as Western Pennsylvania’s Young Entrepreneur of the Year. Due to unforeseen life events, his small family faced financial, social, and mental pressures. “Entrepreneurship and teamwork sustained my family,” he says. “We developed several ideas into tech-driven companies by leveraging the right combination of ‘bits, atoms, and brains.’” When asked how he thinks best, he says, “through rowing, trail running, and splitting firewood.” In the IDM program, Jonathan is focused not only on working with organizations to make them sustainable, but also on empowering economically marginal areas, such as his home region in Pennsylvania, where staple industries like mining and steelmaking have declined, taking economic opportunity and young minds with them. He has seen how people brought together through successful enterprises can rebuild towns and revitalize major cities such as Pittsburgh.

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ANNA MARIA PHAN

“One of my dreams,” she says, “is to travel to developing countries and use design to create a positive impact on the world.”

Anna has a passion for giving back to the community and using her design skills to create meaningful experiences. After receiving a degree in American Studies – a blend of psychology and legal courses – from the University of California at Berkeley, Anna began her career working with underprivileged youth in San Francisco. She led county-wide youth development programs that provided employment and educational training to formerly incarcerated youth. While working in the non-profit sector, Anna rediscovered her creative side and began taking art and design courses. This led to a career pivot to eBay where Anna worked as a UX designer and then to Chegg as a Lead UX Designer. Chegg empowered Anna to combine her passion for education with design as she developed educational apps that helped students find colleges and scholarships. The IDM program strengthens Anna’s powers of design, equips her with the skills to be an entrepreneur, and will be the catalyst for launching her own social enterprise.

KAMIN PHAKDURONG

“IDM program immerses me in the human-centered design principles and enables me to make new friends who share the same belief.”

Since childhood, Kamin has been crazy about technology and design. After graduating with a degree in computer engineering, he led many product development projects. Kamin leveraged this intensive work experience to found a hardware startup that not only raised more than $100,000 within six days on Indiegogo, but also became the first Thai project to succeed in crowdfunding. Despite having no experience in making hardware, he taught himself about the business and then successfully manufactured and shipped more than 2,000 units worldwide.

Kamin believes that developing multidisciplinary skills is critical to moving out of his comfort zone and making well-designed products that solve problems. With that goal in mind, he applied to MIT. Apart from his entrepreneurial career, Kamin is a part-time musician and music producer. He has performed more than 100 shows in Thailand and Japan, and his song hit number two on the Thailand Apple Music chart.
FAHAD PUNJWANI

“While these decisions may morph, I know something that will be true upon graduation, as I walk across MIT’s commencement stage: I will have pushed the boundaries of my and MIT’s thinking, values, and beliefs.”

Fahad chooses to live and shape his career by design, actively listening to the society around him to redefine his path. Doing so in his academic and professional life has allowed him to showcase his unique voice. At Rice, Fahad majored in Mathematical Economic Analysis while indulging in theatre and history classes. At Deloitte, he dipped his toes outside of traditional management consulting roles: he developed a crowdsourcing and training platform, a voice-of-customer analysis tool for retailers, and Deloitte’s perspective on retailers’ approach towards disruptive innovation through leveraging technologies like AI and 3D printing. “These projects enabled me to see that a mix of human-centered and data-driven decisions creates robust business models and services,” he says. Through interdisciplinary collaboration, IDM is pushing Fahad to become the creative leader he aspires to be—one who can paint a vision and inspire others to build sustainable solutions together. Fahad plans to dive into intra- and entrepreneurial ventures that use human-centered design and technology to enhance human potential.

PUSHPALEELA PRABAKAR

“I love to ideate,” says Pushpa, “and IDM is challenging me to create products that are not only functional, but also aesthetically appealing and marketable.”

Pushpa is passionate about frugal engineering—creating simple products that can do more for less and also have a social impact. She thrives creatively when faced with challenging constraints. At Qualcomm, for example, she successfully led a leadership talk, a microwave cup-making workshop, and an international women’s day event for 60 engineers. The constraint: she did all of this on a yearly budget of only $700! What sets Pushpa apart as an engineer is her ability to present engineering concepts in layman’s terms. “Engineering doesn’t need to be difficult to understand. We need to make it more accessible,” she says. In 2016, her innovative testing solution and unique presentation style won her the best paper award at the Qualcomm Singapore Technical Symposium. As part of her final year project in National University of Singapore, she worked on a smart cycle “cyclometer” for the elderly with multiple features as part of the iNEMO design challenge by maximizing the use of all the motion and won third place. This experience made her realize the need to consider the design aspect when developing products.
MATTHEW ROSEN

“I’m interested in the intersection between emerging markets and emerging technologies,” says Matt. “It’s an area where interdisciplinary thinking has great potential to create impactful change.”

A designer, inventor, and engineer, Matt is inspired by thoughtful connections and elegant ingenuity. He is passionate about working with great teams to build sustainable products and services that improve quality of life and access to opportunities. After graduating from Tufts University with a bachelor of science degree in mechanical engineering, Matt led and supported teams for four years at Global Good/Intellectual Ventures Laboratory near Seattle. He helped develop technology-based solutions to challenging issues in global health and global development through creative thinking, proof-of-concept testing, and prototype development in a sophisticated, fast-paced startup environment. Some of his past projects include creating a novel diagnostic reader for malaria, a high-efficiency thermoelectric vaccine refrigerator and icemaker, and ultra-sensitive rapid diagnostic tests and sample preparation technologies.

ATTIA QURESHI

“My philosophy is that a rich understanding of different cultures and ideologies can lead to solutions that are effective and efficient” she states “and my hope is to work with people diverse in experience and perspective to add impact and beauty to the world.”

Attia grew up loving to paint, build things, and solve problems. After attending the Ross School of Business at Michigan, she backpacked through New Zealand and Australia for several months to feed her need for adventure and immersion into other cultures. She subsequently started work as a strategy consultant at IBM. “I liked the problem solving in consulting” she says, “however, I wanted the responsibility of helping grow a company.” This realization led Attia to the startup world, where she worked in the healthcare and education industries. Simultaneously seeking a way to help those around her, she started a non-profit in San Francisco for the underprivileged. During her last job as a product manager at Craftsy, Attia discovered a missing link in her professional journey: In product development, she could combine her passions and expertise to deeply understand user needs, develop strategies, and create products that help people in a sustainable and profitable way. With the goal of becoming a creative leader in the space, she came to IDM to learn the design and engineering aspects of product design.
JOHN STILLMAN

“Through the IDM program,” he says, “my goal is to combine my previous experience with what I’m learning at MIT in order to create products and services for a diverse range of users from astronauts to kids with dyslexia and other learning differences.”

John enjoys designing and making all kinds of things, including visual effects for Hollywood blockbusters, consumer product visualizations, custom kitchens, and hacks to one of his many bicycles. “As an undergraduate design student,” he says, “I learned how to use design thinking in all aspects of my personal and professional life.” During his career as a computer graphics artist at companies like Industrial Light and Magic, John has created animation and visual effects on popular franchises such as Star Wars, The Matrix, Star Trek, Lord of the Rings, and Game of Thrones. He also has created motion graphics for broadcast, virtual reality, and interactive media for the likes of Mekanism, Crispin Porter + Bogusky, and Obscura Digital.

PRERNA SEKHRI

“I love working on the margins of different disciplines,” she says, “in order to find hidden connections that can help improve socioeconomic outcomes for all.”

Prerna grew up in New Delhi, India, and earned her BA in economics and political science from Yale University. After graduating from college, she worked as a management consultant with various departments of the Indian government on projects that included strategic organizational visioning and design, drafting public policy, and management and technology transformation. During her time as a product and marketing manager in San Francisco, Prerna worked for a startup focused on consumer data privacy. At MIT, she is pursuing dual MS and MBA degrees through IDM and MIT Sloan. In the Spring 2016 semester, she assisted in teaching the undergraduate course, “Design: Your Life,” which integrates human-centered design and behavioral science to solve a personal challenge. After completing her first year of the MBA program, Prerna worked as the innovation intern at the UN World Food Programme headquarters in Rome. She also is involved in running the school’s flagship innovation and social enterprise competition, the MIT IDEAS Global Challenge.
JIN WU

“I have always been interested in the intersection of multiple disciplines,” Jin says. “The IDM program provides the ideal opportunity for me to integrate three careers.”

By the age of 11, Jin had fast-tracked in math to the college level. She graduated from the University of Toronto with a degree in electrical and computer engineering, studied art and design at the CyberARTS program in Toronto, and took business training at two summer programs at MIT prior to IDM. Ambidextrous and synesthetic in nature, Jin has always been interested in the intersection of multiple disciplines. She pursued three careers in tandem for numerous years as a mobile network engineer, social entrepreneur, and graphic designer. The IDM program provided the ideal opportunity for Jin to integrate these three careers into one. Passionate about making a difference in the lives of the underprivileged, she has worked on multiple engineering/design/business roles in a variety of social startups in the areas of poverty, water sanitation, healthcare, and the environment. In her spare time, Jin enjoys learning languages (13+), fixing cars, building houses and furniture, rock climbing, DJing, playing musical instruments, building models and IoT projects, and watching NFL and X-Games.

IZABELA WITOSZKO

“I every day I ask myself: How can I create new products and services that will empower people, so everyone can be independent, have equal opportunities, and contribute to creating a more meaningful world?”

From a very early age, Izabela became fascinated by how the world works. And that’s why at the age of 16, she moved from Poland to London to study and pursue her dreams. After graduating from Goldsmiths University, she joined Venturespring Worldwide as the head of innovation, where she worked with startups, big brands, and corporations. She studied and worked in London, Paris, San Francisco, and Japan, and most recently attended the Graduate Studies Program on Exponential Technologies at Singularity University, NASA Research Park in Silicon Valley. Today, Izabela is an innovation advocate and entrepreneur who is passionate about leveraging emerging technologies to drive scalable solutions to global problems.

When she arrived at IDM, Izabela was inspired by the ambitious mission of the program and by the courage and passion of her peers, who are constantly challenging the state of the world. Her focus is on artificial intelligence, its future implications, and how we will prepare society for the Fourth Industrial Revolution. She is particularly interested in AI applications, automation, and augmenting human skills and intelligence.
Yangyang Yang

“The purpose of design is not confined to a useful, usable, or desirable products or solutions,” says Yangyang, “but to help people pursue a better life.”

Yangyang is a designer who graduated from Hong Kong Polytechnic University with a degree in product design. During that time, she attended an exchange program at Delft University of Technology and held internships at Dajiang Innovation (DJI) for UAV camera design, Dongdao Brand Design and Consulting for user interface and brand design, and Songshan Lake Xbot Park Incubator for promotion planning. To that end, she has worked on projects like teaching in schools in Rwanda via technology, the renovation design of Yan Chai Hospital Care and Attention Home, and user engagement in Pok Oi Hospital Elderly Home. In the IDM program, she is focused on building a comprehensive thinking style that can help teams blend diverse design, engineering, and business perspectives, applying which to smart product industry, elderly health care service, and design education.

Lei Xia

“Design is illumination,” he says. “It lights up the path toward solutions to complicated issues and methods to overcome obstacles—great design always leads to great results.”

Lei is a product fanatic and a designer of user experience, industrial products, and enterprise systems. He has a keen interest in user-centric design for solving sustainability and developmental issues for businesses and has worked as a user experience designer for NTT DATA helping Fortune 500 companies such as McDonalds, Decathlon and BMW. Lei sees a gap in the industrial products category and decides to devote his creativity and to making improvement in this field. In the IDM program, his focus is two-fold: bringing the best user experience to the design of industrial products and applying virtual reality and augmented reality to the industrial field.
“I truly believe in the potential of the human heart.”

Yoly believes that it is important to keep changing her perspectives on art, philosophy, technology, and society in order to improve the lives of people through design. After earning a bachelor degree in architecture and pursuing graduate studies at Tsinghua University in China, she and her friends founded Pacee, an educational platform devoted to building relationships between individual designers and public participation. Their focus is on developing the creative potential of K–12 children through the design-and-build process.

Yoly was also a co-initiator and major actress in the 217 opera troupe. She and her friends used buildings in Beijing as the background for performing classical or original dramas. Through the IDM program, Yoly hopes to design critical thinking programs that will motivate young people who choose to do good in the world.
FIRST YEAR STUDENTS
EXPERIENCE
Dextina is a Brooklyn native with Caribbean roots. As a Fellow with Venture for America, a career accelerator for recent college graduates interested in learning how to build a business while making an impact, Dextina worked in Detroit for two years, including a stint with Shinola, a branding and manufacturing company known for its stylish, American-made watches, bikes, and leather goods. She worked as an engineer on Shinola’s Audio team, helping create turntables, speakers, and headphones. Dextina graduated from MIT in 2015 with a degree in mechanical engineering. Back at MIT for a Master’s in the IDM program, she hopes to expand and deepen her skills to build solutions for those who need them most.

EXPERIENCE
Holly started her journey as a mechanical engineer with a passion for understanding the science behind how things are made. She grew up in China and came to the U.S. at the age of 18 to seek higher education on a merit-based scholarship. She began her career as a mechanical design engineer at Stanley Black & Decker, where she held the responsibilities of leading and implementing products from ideation to prototyping, manufacturing to distribution. She graduated from Worcester Polytechnic Institute with a major in Mechanical Engineering and minor in Manufacturing Engineering. Interested in sustainability and healthcare, a believer in the power of love and empathy, Holly hopes that her immersion in the marketplace of diverse ideas and skill sets at IDM will help her bring positive impacts to her community and the world.

EXPERIENCE
Anubhav is a social business and design leader with seven years of experience in the healthcare sector, five of which put him on the frontlines of development in India. In 2013, he co-founded Noora Health, a social enterprise that empowers disenfranchised family caregivers on post-discharge care. As the Chief Services Officer, he helped change the lives of more than 100,000 family members in four years, impact that led Fast Company, in 2016, to name Noora Health the second most innovative company in India. Anubhav holds a Bachelor of Engineering in Polymer Sciences and Chemical Technology from Delhi College of Engineering. At MIT IDM, Anubhav is focusing on three skills that he has found to be the most critical in creating long-lasting social impact: ability to unearth user needs; design for extreme affordability; and logistics to deliver to the “last mile.”

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EXPERIENCE
Born in Sri Lanka as an only child, Sal has always been a tinkerer and designer. He studied Mechatronics Engineering at the University of Waterloo in Canada. As an engineer, Sal has worked at companies including General Motors, Apple, and Microsoft, “developing the next great consumer product by herding electrons and outwitting schedules.” In addition to his professional experiences, he has lived, studied, and volunteered in various countries around the world. He has gained a passionate understanding of how technology, design, and humans can work when brought together. He received a Bachelor of Science in Mechatronics Engineering from the University of Waterloo in 2014. Sal wants to dedicate his engineering skills and design experience to solve human problems by creating products that don’t forget our humanity.

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EXPERIENCE

Jennifer spent five years with the Toronto-based software development company Intelliware, working on issues of usability. Interested in issues of social justice, Jennifer has twice traveled to the village of Maai Mahiu, Kenya, performing a variety of service projects as a volunteer with the international organization Ubuntu. For many years she has been a volunteer with the non-profit Deedz, engaging with issues of Toronto’s homeless population. “Needs go beyond the physical,” she says. “Whenever I’m in town, on Friday nights, I go down to the shelters and provide positive social interaction with the street involved community, where I get the privilege to hear their stories.” Jennifer received a Bachelor of Applied Science degree in Industrial Engineering from the University of Toronto in 2011.

EXPERIENCE

Emily, an internationally-minded speaker of three languages, is passionate about beautiful, human-centered products and services. She has a background in management consulting and internal strategy, most recently running operations at the 150-person design firm IDEO, managing everything it takes to build a small business while also picking up some design thinking chops. Prior to that, she led strategic and budget planning projects for FHI 360, a non-profit human development organization that improves lives in more than 70 countries by advancing integrated, locally driven solutions. Emily double-majored at Harvard University, receiving a Bachelor of Arts degree in Economics and East Asian Studies. Her experiences in design and strategy led her to the IDM program at MIT, where she’s gaining deeper insights into product management and engineering.

EXPERIENCE

Karen is fascinated with user-centered research methods and how the usability of products can be improved through design thinking. After graduating from Georgia Tech, she worked as a display and packaging designer, working with cross-functional teams of engineers, designers, and salespeople, to launch innovative permanent and temporary point-of-purchase displays and consumer packaging. Karen received her Bachelor’s of Science degree in Industrial Design from Georgia Institute of Technology. She is attracted to the IDM program for the way it cultivates the next generation of leaders through encouraging interdisciplinary collaboration. She wants to challenge complex standing conventions with a goal to solving entrenched societal problems.

EXPERIENCE

Nava is an artist and designer, a playful creative, a maker, and experimenter. As an experience designer, Nava worked on imagining and designing future of experiences with Tesla, Lexus, and Nissan. As a researcher at MIT’s Auto-ID Laboratory, she imagined the future of physical architecture, future of retail, and conversational commerce. She is fascinated by people, by backpacking as a way of observing cultures, by the underwater world, and weightlessness when diving. She earned a Bachelor of Architecture degree from California Polytechnic State University. While pursuing her Master’s of Science in the IDM program, Nava is also a researcher at the MIT Design Lab, working on adaptive products that respond to passive and active sensory feedback.
EXPERIENCE

Jillian brings a strong international background to the IDM program. Following an undergraduate career in the Philippines and Japan and an intensive year-long immersion program at Peking University, China’s oldest institution of higher learning, Jillian helped launch the Beijing office of the Michael Page consulting firm and later worked as a marketing and branding consultant in the metro Manila area. In addition to English, Jillian speaks Chinese, Filipino, Hokkien, and Japanese. Jillian received a BS in Management from Ateneo de Manila University in Quezon City, Philippines, in 2008, majoring in Communications Technology and minoring in Japanese Studies.

EXPERIENCE

Melody was a competent financial model builder. At night, she dreamed about debugging math equations. She thought of using the invented financial models to make a living, but wasn’t certain her life should be built on this. She took on a barista job and was proud of her unsophisticated latte art. She enjoyed being a fitting model, assisted local contemporary artists in their projects, taught preschool children, sewed in a garment factory and learned to fight the boredom of monotonous task. After walking a path full of highlights and failures, she knows more about herself. Melody attended Simon Fraser University and received her B.S. in Business Administration, Biochemistry, and Molecular Biology. Melody is now building her character depth at MIT IDM. She hopes to create products that can touch human lives.

EXPERIENCE

Having grown up on a farm, Andrea McClave developed a deep love for fresh produce and food systems at an early age. At Dartmouth College, Andrea found a passion in user experience design, sustainability, and entrepreneurship. She honed her interest in psychology as a basis for design at Tiltfactor, a game design lab for social change. Post-graduation at SproutsIO, a company developing micro-farms for personal produce, Andrea challenged herself at the intersection of design, technology, and sustainable food systems. Andrea earned a BA from Dartmouth College in Human-Centered Design with a Minor in Sustainability. With a graduate degree from IDM, Andrea hopes to use her technical skills and abilities to institute change in the organizational behavior of companies that do not currently value responsible design practices.

EXPERIENCE

Rachel is a storyteller, a breakfast enthusiast, a boxer, and an aspiring novelist. She is also a fire fighter’s daughter, a sister to an Army ranger, and someone who thinks about the kind of world in which she wants to be a mother. She most recently worked as an art director for an ad agency in New York City, where she was engaged in a wide variety of projects—from unconventional digital experiences and branded content to traditional print and broadcast advertising media. She believes that a better understanding of how people interact and function at the beginning of product development will enable us to create solutions that better fit into our lives. She earned a Bachelor’s in Design Communications (emphasis in web development) from Belmont University.
Shakti is a mechanical engineer with an insatiable curiosity for the world around him. Before IDM, Shakti spent three years in India as the Product Chief of Quidich, a company that provides drones as a service. My role was dynamic, depending on the projects, some of which involved helping build roads in the mountains of India, designing a VR roller coaster, and sometimes helping rescue man-eating tigers. Shakti graduated from the Army Public School in New Delhi and later earned a Young India Fellowship, a one-year multidisciplinary postgraduate diploma program in Liberal Studies at Ashoka University. At IDM, Shakti plans to combine the design process with his engineering skills to produce designs that are better, cheaper, and safer than anything else we have now.

Saranya grew up in a large family in India. Diversity in people and perspectives has always fascinated her. She considers herself a Hybrid engineer + designer. Her passion to solve healthcare challenges has taken her across her country to understand issues such as maternal health and child care, diabetes, women’s health, sexual health, and tuberculosis. She has worked with start-ups and multinationals, on different phases of product development including front-end innovations, design, and launch of solutions. Saranya attended Anna University’s College of Engineering, Guindy, in India, where she earned a Bachelor of Engineering degree in Industrial Engineering in 2008. Her vision is to build engaging solutions that nudge users to create sustained behavior change. She wants to inspire people to lead better lives.

Ajay was an early employee at Kubisys, an enterprise software start-up. He began as an unpaid intern working in debt financing, secured $5M, launched the marketing department, doubled customer acquisition, and became the VP of Business Development, leading direct/channel sales. He was diagnosed with Keratoconus, became legally blind, overcame his blindness through experimental surgery, and became determined to make a positive difference in the world. He received a BSc in Business Administration from Babson College. Ajay decided to join IDM to learn how to build products and manage others in the process.

Tanner was reared in rural Mississippi, and it’s his home and family that continue to drive his direction and purpose professionally and here at MIT. He grew up building things with his dad - from their family home to elevators made out of spare garage door parts (the family business), to custom ATV snorkel systems, to a new fire station for the town. These experiences inspired a love of engineering and community that Tanner wouldn’t fully recognize until later in his career and education. He received a degree in Mechanical Design Engineering from Olin College. Now at IDM, Tanner’s projects and studies focus on systems engineering and organizational design, which he hopes to use as tools for changing people’s lives in a big way.
JULIA WONG ‘17

Julia embraces designing for social impact. From advancing sustainable development to building social enterprises, she has collaborated with colleagues from around the world in tackling global challenges. At the University of Pennsylvania, Julia received a research grant to analyze and improve humanitarian coordination. Her curiosity about complex systems, coupled with her aspirations to empower people and build effective organizations, led her to Deloitte Consulting, where she developed human capital strategies for multinational companies and universities, created new operating models and methodologies, and transformed services through human-centered design. Julia holds a Bachelor’s degree in Political Science from the University of Pennsylvania and an MBA from the University of Chicago’s Booth School of Business.

JULIET WANYIRI ‘17

Growing up in Kenya, Juliet was always curious about the intersection of technology and design, which led her to work in Kenya’s Silicon Savannah at startup companies such as iHub, BRCK, FabLab Nairobi, and Gearbox in addition to international technology programs at Stanford and the MIT Design Lab. Juliet graduated from the University of Nairobi, where she earned a BSc in Electrical and Information Engineering, Telecommunications Engineering, and Computer Science. Joining IDM has offered her a multi-faceted approach to design and development. Her vision is to utilize the internet of things (IoT) to develop products and services that serve the growing technology market in Kenya and in the larger parts of the continent.

NIDHI SHARMA ‘17

Nidhi identifies herself as an electronics engineer and entrepreneur, and is highly interested in the commercialization of technology that can help people live better. Before coming to IDM, she conducted extensive research at the Centre for Electronics Design & Technology at Netaji Subhas Institute of Technology, Delhi. She previously worked in the semiconductor industry as a chip design engineer and also advised the Government of India on policy for Swachh Bharat (Clean India) initiative. Nidhi aspires to be a black box that can apply her secret sauce and solve any problem she picks up. She earned a Bachelor of Engineering degree (Electronics and Communication Engineering) from Netaji Subhas Institute of Technology.

SUSY TORT ‘17

Susy grew up in Mexico in a family of engineers. She was selected by Queretaro’s state as a government scholar to attend the Washington Center in DC. She worked at Cirklo, Mexico’s leading social innovation consultancy company, developing innovation strategies for both the private and social sectors. (She worked in small interdisciplinary teams on big challenges.) Susy graduated with honors from Tecnológico de Monterrey with a BA in Industrial Design. She’s interested in working in the aerospace industry, designing products to help human beings thrive in a non-gravity environment and understanding how design can help solve challenges on earth.

EXPERIENCE

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EXPERIENCE
Alan is passionate about philosophy and ethics at the intersection of technology and society. He has done software engineering work for two startups – Petuum, an enterprise AI/ML software development platform based in Pittsburgh; and Metaculus, a community prediction platform for rating the likelihood of various technological and scientific outcomes. Currently, he is a teaching assistant for the Computational Analytics and Visual Education Lab at the MIT Center for Transportation and Logistics, where he is leading a team to develop an interactive interface to visualize and analyze complex networks in the supply chain and transportation domains. He graduated from Duke University with B.S. in Mechanical Engineering in 2016.

EXPERIENCE
Jiani believes that the "nature" of design — material, form and aesthetics — are the foundation of any creation. The "emotion" of any product should never yield to its function, and a good designer knows to reject many good ideas to get that "emotion" in the product. Before IDM, Jiani was an award-winning industrial designer and an engineer with a focus on consumer products and services. She has also had several design concepts exhibited internationally and covered by social media. In the past four years, she has applied a human-centered design approach to solving complex problems and designed dozens of products in consideration of ergonomics, materials, and manufacturability. She received a Bachelor of Engineering degree (Product Design and Manufacture) in 2015 from the University of Nottingham, Ningbo, China.
Matthew S. Kressy, founding director of the MIT Integrated Design & Management (IDM) master’s degree program, is an expert in product design and development. As an entrepreneur and founder of Designturn, he has designed, invented, engineered, and manufactured products for startups, Fortune 500 companies, and everything in between.

Kressy believes in interdisciplinary, design-driven product development derived from deep user research, creative concept generation, and rapid prototype iteration. He is passionate about teaching this approach to the design process. In fact, since 1999, Kressy has co-taught collaborative courses in product design and development at top design and business schools including the MIT Sloan School of Management, the Rhode Island School of Design (RISD), and Harvard Business School.

As IDM director, Kressy leads curriculum development and teaches the track’s primary and required courses. He holds a BFA in industrial design from RISD.
Even before Andy MacInnis went to college, his life was full of creative pursuits—from constructing his first train sets, plastic models, bicycles, and tree forts through to garage boat building and art classes. The Rhode Island School of Design set fire to the designer in him and gave a purpose to his burgeoning skills.

Upon graduating, he joined a team of seasoned builders to create world-class racing boats, fabricating components from composite materials. That led to an apprenticeship with a designer/engineer who gave MacInnis an old-school foundation in model-making and prototyping for product design. With a move to Boston, MacInnis entered the mainstream of design as the shop manager at the area’s largest firm, where he created a professional shop and implemented best practices. Newfound confidence and a desire to be challenged prompted him to found Monster Prototype, which over a period of 10 years grew into the go-to model and prototype firm in the Boston area. Clients included designers and manufacturers in the consumer product, medical, footwear, and sports industries. His product development work led to his involvement in soldier-worn protective equipment, resulting in the introduction of several groundbreaking products for industry leaders.

All of this experience is now making its way to MIT’s IDM students by way of hands-on, workshops, where dirty hands are expected. And, when he’s not at home with his young family, MacInnis finds restoring cars, bicycles, furniture, and houses competes for time with his love of small boats.

Steven D. Eppinger is a professor of management science at the MIT Sloan School of Management. He is the faculty co-director of System Design & Management, a program that features master’s degree tracks in integrated product development and in complex system development.

Eppinger teaches courses in product design and innovation, engineering project management, and product management. Notably, he has created an interdisciplinary product development course in which graduate students from engineering, management, and industrial design programs collaborate to develop new products. He also teaches Sloan MBA and executive programs. He is the co-author of a leading textbook, Product Design and Development (McGraw-Hill), which is now in its sixth edition.

A highly recognized scholar in the area of product development and technical project management, Eppinger helped pioneer the widely used Design Structure Matrix (DSM) method for managing complex system projects. He is also the co-author of a book based on DSM research, Design Structure Matrix Methods and Applications (MIT Press).

Eppinger received SB, SM, and ScD degrees from MIT’s Department of Mechanical Engineering before joining the MIT faculty in 1988. He has received many awards and honors.
Michael A M Davies is the founder and chairman of Endeavour Partners, a boutique business strategy consulting firm that enables leaders in high-tech businesses and businesses being affected by technology worldwide to create value and drive growth through innovation. Endeavour Partners helps its clients anticipate, navigate, and innovate through insight and foresight in order to make better strategic decisions. Its clients include nearly all of the top-tier device vendors, network operators, service providers, and semiconductor businesses. Beyond high-tech, its clients include some of the world’s leading e-commerce, information services, oil and gas, packaging and logistics businesses, along with world-class sports teams.

He is an expert on the connections between technology, innovation, product development, consumer choice and behavior, the adoption and diffusion of new products, intellectual property, and the emergence and evolution of platforms and business ecosystems. Michael has spent his career helping top management make strategic decisions and drive innovation. Nowadays, he is focused on the rapid shift toward smartphones, cloud services, the Internet of Things, artificial intelligence, and robotics, particularly the forces driving this shift and its impact and implications over the next few years.