

BRADLEY CRANE

- objective** Research, prototype, evaluate, prototype again, and validate to create innovative solutions inspired by the people who need them.
- education** **Harvard Graduate School of Design** | Cambridge, MA
Master of Architecture, 2012
Coursework in embedded technology in textiles and tangible media interfaces at MIT Media Lab
- Kansas State University** | Manhattan, KS
Bachelor of Science, Electrical Engineering, 2002
- experience** **IDEO** | Cambridge, MA | 2011 – present
Solve problems from a user-centered perspective with the tools of an engineer, architect, and designer. Design user experience and innovative products for leading international retailers and producers.
- Wood and Plastic** | Cambridge, MA | 2006 – present
Designer, curator, and writer for family owned design website providing tutorials, essays, and experiments for designers.
www.woodandplastic.com
- General Dynamics** | Scottsdale, AZ | 2003 – 2010
Systems Engineer for United States Marine Corps contracts. Designed system architecture, interconnects, cables, VOIP hardware, and hardware interfaces. Integrated user feedback into system design through on-base training events. Supported manufacturing through four production cycles.
- Harley Davidson Company** | Kansas City, MO | 1998 – 2000
Electrical Engineer. Designed paint and manufacturing processes for cycle production. Programmed and maintained automated painting robots for 1999 model year Sportster, and Buell motorcycle models.
- teaching** **Digital Representation** | Harvard Career Discovery | Summer 2010
Digital Media Instructor for intensive studio based design program at the Harvard GSD. Instructed students and lectured on photography, prototyping, and fabrication techniques.
- Digital Landscape** | Harvard GSD | Fall 2010
Digital Media Instructor for landscape architecture department. Instructing third semester Master of Landscape students in modeling and prototyping using Rhinoceros, CNC, 3D printing, and robotics.
- JDesign** | Harvard SEAS | J-Term 2012
Orchestrated and planned design workshop for engineering students as an ongoing effort to produce a new design & engineering curriculum at SEAS.

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software

After Effects, InDesign, Photoshop, Illustrator, Rhinoceros, Maya, HTML, PHP, MEL, VB, C++, Java, Processing, Arduino, Grasshopper, AutoCad, 3dsMax

publications

Mostafavi, Mohsen, and Emily Waugh. "Harvard Housing." GSD Platform 3. Cambridge: Harvard, 2009. 126-27. Print.

Mostafavi, Mohsen, and Eric Howeler. "Wood Kerfing for Form" GSD Platform 4. Cambridge: Harvard, 2011. 201. Print.

Menges, Achim. Material Computation: Higher Integration in Morphogenetic Design, Architectural Design. John Wiley & Sons, 2012. Print.