

ISABEL TORRÓN

isabeltorronv@gmail.com

isatorron.com

EDUCATION

Purdue University
MS Management, 2023

Rhode Island School of Design
BFA, Industrial Design 2018

EXPERIENCE

Glass Government Software

User Experience / Present

Design user flows and manage design and development for the next gen G Commerce, the procurement platform towards government purchases.

Design branding for digital presence and social media directer towards government users.

Design and manage product timeline and infrastructure towards platform migration for scalable solution.

Manova Aviation S.A.S.

CEO y Founder / Present

Design digital prototypes to improve user processes within the aviation industry in the Dominican Republic.

Channelize training programs and crew development.

Promote investment and international representation with interest in Caribbean aviation.

Nodo / Interlogística

Full Time Project Development / 2022 - 2023

Manage the development for efficient purchasing processes within B2B services center.

Incentivize activities towards the development of the Dominican Republic's vision of becoming a Logistics Hub.

Integrate inventory and operational processes with the DGA compliance system.

NASA Aerospace Cognitive Engineering Lab

Full Time UX Research & Design / 2018 - 2022

Design flight displays for future autonomous aviation concepts such as eVTOLs and Simplified Vehicle Operations.

Support human in-the-loop aviation research through setup, data collection, analysis, and visual output.

Research technological alternatives for remote simulations and data collection.

NASA Human Computer Interaction

Full Time UX Research & Design / 2018 - 2022

Design digital prototypes to increase crew autonomy and vehicle integration for Deep Space missions.

Conduct user research to build informed requirements for prototype usability and efficient team performance.

Support feature design for internal team software development.

Glass Government Software

UI/UX / 2018 -2019

Design prototypes for the government purchasing platform.

Design concepts for product ecosystem and product development.

Brown University Aerospace Engineering

Research and Development / 2016 - 2018

Lead manufacturer for two high altitude balloon payloads testing technical components for future CubeSats.

NASA Habitability Design Center

Design Intern / Summer 2017

Assisted in the construction of microgravity habitat mockups and models for future deep space science vessels

Caltech Space Challenge

Participant / 2017 Chapter

Assisted in the construction of microgravity habitat mockups and models for future deep space science vessels.

LEADERSHIP

HCI Intern Mentor

2019 - 2022

Mentor for NASA internal internship programs focused on research and design students within the Human Systems Integration Division.

Girls in Tech Mentor

2020 - 2022

Mentor for the Girls in Tech program focusing on research and UX design feedback and insight for upcoming designers.

TEDx Speaker

2018

Speaker at the TEDx conference in Santo Domingo, Dominican Republic.

Space Horizons Conference

Lead Organizer / 2018

Develop concept theme, conference logistics, sponsorships and speaker list for the student and industry event.

Caltech Space Challenge 2019

Design / 2018 - 2019

Design overall conference visual identity including logo, website, sponsorship leaflets and printed handouts.

Metal and Wood Shop

Lead Monitor / 2017 - 2018

In charge of hiring, organizing shifts, and arranging training sessions for student monitors in the department shops.

TECHNICAL

Microsoft Office / R Data / Sketch / InVision / Rhino 3D / Illustrator / Photoshop / InDesign / Figma

Spanish / English / Portuguese