

# Guðrún Þöll Torfadóttir

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## EDUCATION

### School of Visual Arts

MFA Products of Design

Aug 2024 – May 2026

New York, NY

### Reykjavik University

BS Mechatronics Engineering

Sep 2021 – May 2024

Reykjavik, IS

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## EXPERIENCE

### IOXBETA

May 2025 – Aug 2025

#### Creative Technologist Intern | New York, U.S.

- Improved truck installation by designing a custom PCB enclosure in Fusion 360, reducing assembly complexity and praised by the installation team for significantly faster on-vehicle assembly.
- Engineered wiring assemblies and electrical connections for military-grade machinery, ensuring reliable and compliant installations.
- Automated lighting across 5 rooms and ~20 lights by programming an Arduino to trigger on/off cycles at scheduled times, eliminating manual control.

### WILLIAMS & HALLS

May 2023 – Aug 2024

#### Project Manager | Kópavogur, IS

- Reduced a legal claim in a patent lawsuit by 47.5% (\$270k) by analyzing the correlation between the sale performance of two products.
- Developed and implemented a business plan for a new product launch, including market research, budgeting, and timeline management.

### SÉREFNI

May 2021 – Aug 2022

#### Design and Sales Associate | Kópavogur, IS

- Guided clients in selecting colors and finishes. Helped them apply color theory and design principles to achieve aesthetically pleasing results.
- Collaborated with customers to understand their vision and provided expert design advice.

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## PROJECTS

### BATTERY CUBES

Jan 2026 – May 2026

#### Solo Project | Designer

- Designed a modular home battery system capable of storing 18.75 kWh of off-peak electricity to reduce household energy costs by up to 69% using lithium 4680 battery cells.
- Validated product-market fit with 15 users across 19 survey questions, identifying ease of use and clear savings as top purchase drivers, by conducting structured user research and expert interviews.

### HAND CRANK GENERATOR

Jan 2026 – May 2026

#### Solo Project | Designer

- Prototyped a hand-crank generator powering string lights via human motion, using 3D-printed components and hand-soldered copper wire coils.

### PIEZOELECTRIC ROCKING CHAIR

Jan 2026 – May 2026

#### Solo Project | Designer

- Designed a piezoelectric rocking chair harvesting electricity from motion, iterating multiple 3D-modeled versions based on user testing feedback.

### ELECTROSTATIC AND ULTRASONIC SPRAYER

Jan 2024 – May 2024

#### Team of 6 | Research

- Extended produce shelf life and freshness by merging electrostatic and ultrasonic spraying technologies into a single unified system.

### SMART CURTAIN

Sep 2023 – Dec 2023

#### Team of 3 | Designer, Electronic, & Programming

- Designed and prototyped a sunlight-responsive automated curtain system using Python, SolidWorks, and Adafruit components, with hands-on soldering and integration of chips, sensors, and motors.

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## SKILLS

**Programming:** Python, MATLAB, SQL, HTML, CSS, JavaScript

**Design:** Fusion, SolidWorks, Rhino, Figma, Framer, Photoshop, Adobe Illustrator, InDesign