HARLAN ROBNETT

Creative Technologist & Designer

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Summary

Creative Technologist and Designer with a dual background in sociology and the arts, specializing in digital fabrication, motion design and ethnographic research. Adept at leading cross-disciplinary teams, managing complex creative projects and translating abstract concepts into engaging visual and interactive experiences. Skilled in 3D modeling, digital fabrication and motion graphics, with a talent for bridging technology, design, and cultural analysis. Passionate about queer artistry, digital expression and the future of wearable design.

Skills

Software: Blender · Adobe Photoshop · Autodesk Maya · Autodesk Fusion360 · Adobe Fresco · Unity · Unreal Engine

Digital Fabrication: 3D Scanning · 3D Printing · Photogrammetry · RealityCapture · UltiMaker Cura

Other Skills: Motion Design · Agile Workflow · Research & Documentation

Education

University of Texas at Austin   Austin, TX
B.S. Arts and Entertainment Technologies   08/2022 - 05/2025

University of Texas at Austin   Austin, TX
B.A. Sociology   08/2020 - 05/2025
- Liberal Arts Honors Program
- Dean's List with Cum Laude

Experience

Independent Study: 3D-Printed Fashion Accessory Development   01/2025 - 05/2025

Developing 3D-printed fashion accessories in an independent study under Prof. Sydney Parks (Arts and Entertainment Technologies), exploring the intersection of queer bodily practice and modification. The project integrates digital fabrication and fashion technology to challenge conventional design aesthetics and representation.
- Developing wearable accessories using 3D modeling and digital fabrication.
- Exploring bodily modification and identity through experimental design.
- Documenting research and progress for academic and industry applications.

Motion Graphic for Moody Center's Interactive Community Wall in Collaboration with Gensler and Dell Technologies   08/2024 - 12/2024

Designed and animated a motion graphic for Gensler and Dell Technologies' 70-foot Interactive Community Wall at UT Austin's Moody Center, playing during live events. The animation aligned with Dell's "Welcome to Now" campaign, emphasizing motion, color and logo integration without relying on direct messaging. A key challenge was adapting the design to the unique constraints of the wooden screen overlay (252 x 41 resolution), requiring a strategic balance of contrast, abstraction and brand visibility.
- Prepared for weekly and bi-weekly reviews with professors and industry stakeholders.
- Presented design iterations and incorporated feedback into refinements.
- Documented project progress and milestones for consistency and clarity.
- Optimized animation for branding and complex display constraints.

MedPet - Gamification of Diabetes Management   01/2024 - 05/2024

Served as Producer for MedPet, a cross-disciplinary project at UT Austin led by Dr. Li-Chen Lin (School of Nursing) and Prof. David Cohen (Arts and Entertainment Technologies). MedPet aimed to gamify medication and diet management for individuals living with diabetes, leveraging interactive design to improve engagement and comprehension of medication and care. Coordinated between health professionals, designers and developers, ensuring smooth production workflows and effective collaboration across disciplines.
- Using Agile project management, organized sprints, tracked progress and facilitated retrospectives.
- Bridged gaps between developers, designers and healthcare professionals.
- Translated technical updates into accessible reports for Dr. Li-Chen Lin's team.
- Compiled sprint efforts into milestone summaries for clear tracking.

Experience

Undergraduate Ethnographic Research Assistant
09/2022 - 05/2023

Dr. Javier Auyero and SHIFT Partnership
- Conducted ethnographic research and compiled weekly fieldnotes.
- Synthesized qualitative data in an IRB-approved study on substance misuse.
- Reported findings to lab leader Erika Slaymaker, ensuring research alignment.

Undergraduate Assistant for Prof. Mehdi Haghshenas
08/2021 - 12/2022

Honors "Introduction to the Study of Society" & Upper-Division "The Sociology of Creativity"
- Led office hours, assisting students with coursework and exam prep.
- Evaluated and graded assignments, providing detailed feedback.
- Contributed to exam creation and course structure refinement.

Service Industry Experience

Service Industry Leadership & Operations
2018 - Present

True Food Kitchen / Starbucks / Kerbey Lane Cafe / Mathnasium of Prosper

True Food Kitchen, Server (2024 - present)
Starbucks, Shift Supervisor (2019 - 2021, 2023 - 2024)
Kerbey Lane Cafe, Server Trainer (2021 - 2023)
Mathnasium of Prosper, Lead Instructor (2018 - 2020)
- Led and trained teams of up to 20 employees in fast-paced environments.
- Recognized for leadership, earning awards and high customer ratings.
- Developed training programs to improve onboarding and service quality.
- Managed daily operations, optimizing workflows and staffing.
- Strengthened customer satisfaction through problem-solving and service excellence.