Lindsay Lipschultz

Biomedical Engineer & Product Designer

Education

M.S. Engineering Design Innovation
Northwestern University
2022 - 2024

B.S. Biomedical Engineering
Northwestern University
2018 - 2022

Contact

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Skills

- Solidworks
- Autodesk Inventor
- MATLAB
- Python
- Figma
- Minitab
- Rapid prototyping
- Laser cutting
- PCB Design
- Drafting & sketching
- Mechatronics

Awards

4th Prize - People's Choice
Whitespace Innovation Challenge
April 2023

Lyle Mockros Outstanding Student
Northwestern BME Department
October 2021

Experiment and Learn
Hollister Incorporated Tech Forum
October 2020

Experience

Northwestern Medicine **June 2023 - Present**
Administration Intern - Patient Throughput and Quality

- Designed system to decrease excess days in long hospitalizations by co-designing with nurses to develop a program to prevent patient deconditioning.
- Conducted user research and data analysis to determine the causes of long patient handoff times from the emergency department MD to the inpatient MD and recommend solutions.

Hollister Incorporated **June 2020 - August 2022**
R&D Co-Op - New Product Development and Core Business Initiatives

- Developed test methods and used them to inform material selection of new products.
- Measured competitive products physical properties to benchmark with Hollister barriers.
- Wrote an overview of ostomy barriers and manufacturing processes for internal education.
- Ran tensile testing of coupling system to determine acceptance criteria based on user needs.

Projects

UI/UX Design for Online Education Platform **January 2023 - March 2023**

- Worked in a team of four to redesign how online learners interact with their long-term courses and stay motivated to complete them.
- Used Figma to create a functional mockup of novel course layout and interactions to track progress and set learning goals.
- Conducted user research and iterated designs based on user feedback.

Product Design for Proctor & Gamble **September 2022 - December 2022**

- Worked on a team of five students to create a novel consumer product for skincare.
- Conducted three rounds of user research to develop insights for improvement in consumers' skincare routines.
- Tested prototypes with consumers before developing final recommendations for P&G.

Shedd Aquarium Gardens Experience **May 2021 - January 2022**
Nature Play Sub-Team Leader

- Led a team of nine students to design a space on the Shedd lawn that allows people to play and connect with native plants and Lake Michigan.
- Collaborated with other sub-team leaders to create a cohesive outdoor experience that provides visitors an educational and entertaining day at Shedd without buying a ticket.
- Used project management, graphic design, CAD, and engineering drawing skills.

MRI Motion Reduction Training Device **September 2021 - December 2021**

- Worked on a team of four students to create a device that provides quantitative feedback of head motion to train patients and research participants the amount of movement tolerated by an MRI to avoid repeat scans.
- Conducted user research, modeled sensor noise, and developed a data processing system for sensor output.

Publications

Nature Electronics **March 2021**
"An on-skin platform for wireless monitoring of flow rate, cumulative loss and temperature of sweat in real time"

Proceedings of the National Academy of Sciences **January 2021**
"Wireless, soft electronics for rapid, multisensor measurements of hydration levels in healthy and diseased skin"