

Isabel Angulo

A Journey Through Art, Engineering, and Human Experience

Hailing from Bakersfield, California, Isabel Angulo has always been drawn to the intersection of art, technology, and human connection. With a love for travel and photography, she has captured the world through a creative lens, an instinct that naturally led her to explore how design can shape human experiences.

Although she initially enrolled at the University of Connecticut as a Computer Science major with a Studio Art minor, she soon realized her true calling lay in something more hands-on and collaborative. That realization led her to UConn's Multidisciplinary Engineering (MDE) program, where she found her niche in Industrial Design. What drew her in was the program's emphasis on human factors, designing not



just for function, but for people. "I want people to feel like it was made for them individually," she shared, emphasizing the importance of inclusivity and empathy in design.

Isabel's favorite course, Process and Practice, was a turning point. With no prior experience in industrial design, she dove headfirst into the class, guided by Professor Chris Sancomb. The course encouraged deep thinking, research, and user analysis, helping her discover an environment where her meticulous attention to detail could thrive. "You



can take projects as far as you want,” Isabel said, appreciating the freedom to push creative boundaries. This mindset carried into her internship with the Museum of Outdoor Arts in Denver, Colorado. Selected from over 200 applicants, she joined a diverse team of eight interns to design and build three temporary outdoor installations. The experience was transformative. Working with artists, architects, and designers from across the country, she navigated tight deadlines, unfamiliar materials, and the challenges of collaboration. One of the most valuable lessons she learned is the importance of anticipating user interaction. Whether designing an exhibit or a product, consider every possible way someone might engage with it, correctly or not. This user-centered mindset was especially relevant during her internship, where she had to think critically about how people might physically interact with hanging installations in public spaces.

Looking ahead, Isabel is excited to continue to explore how shape and color influence user perception and how subtle design choices can guide behavior and emotion. Isabel’s long-term goal is to work in spatial

design, creating environments that invite wonder and connection. She was inspired by the joy she witnessed at the museum’s final exhibit celebration, where both children and



seniors were equally captivated.

This Fall (2025) Isabel began a Master of Arts in Interior Design at the University of Kentucky, College of Design. There, she’ll integrate engineering, industrial design, and interior design into a thesis focused on experience and exhibit design. In every step of her journey, she will strive for one goal, “designing not just for utility, but for humanity”.