



## Education

### ArtCenter College of Design

Pasadena, CA

Product Design, Bachelor of Science

Expected Graduation: September 2026

## Skills

### Software

Illustrator, Photoshop, Indesign, Procreate, Figma, CAD Software:

Solidworks, Keyshot, Blender

### Design

User Experience Research, Engineering Research, Brand Identity, Concept Development, Aesthetic Design, Problem Solving, Team Collaboration, Product Testing, Fast Prototyping, User Interface (UI) Design, Graphic Design, Test Design

### Prototype

Quick Mockups Making, Bandsaw, Tablesaw, Spindle Sander, Disc Sander, Wood Lathe, Drill Press, Router, Vacuum Form, Mill, Professional 3D Printing: FDM and SLA, Laser Cutting, Sewing Skills, 3-Axis CNC, Paint Spraying

### Language

Mandarin (Native)

English (Fluent)

## Recognition

### ArtCenter Gallery

Spring 2024 / Product Design 3 Smart Station

Fall 2023 / 3D Modeling 2 Warhammer Moka Express

## Contact

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1-626 376 6971

## Experience

### Global Future Space Scholars' Meet, July-October 2021

Nanjing, Beijing

- Collaborated with a team of designers to create an initial design proposal for a residential area on Mars; presented initial proposal to Scholars' Meet and were awarded a place in the National Competition
- Created and presented final design proposal in collaboration with teammates from across the county, incorporating feedback to ensure innovation while addressing guidelines

## Academic Projects

### Nike Inflatable Floating Device, Summer 2024

Product Design 4

- Developed different versions of ideas after solid research based on business, manufacturing methods information and scientists' articles
- Designed an inflatable floating device for a family snorkeling experience
- Used Solidworks and Keyshot to follow the brand's goals of providing better sports equipment for consumers

### Eunoa Smart Station, Spring 2024

Product Design 3

- Designed a smart station that included a smart ring and a smart station for teenagers with depressive disorder to stabilize their moods
- Carried out the second-handed research and communicated with engineering experts
- Carried out user experiences research
- Used CAD software Solidworks modeling and Keyshot rendering to help teenagers with dispressive disorder acquire more comfortable daily experience
- Use 3D printing machine to print models and paint them

### Garmin Smartphone, Fall 2023

3D Modeling 2

- Used visual communication softwares to draw ideation sketches
- Designed a smartphone for users' expedition experience
- With the help of the Solidworks and Keyshot follow the brand's design language and ensures users' safety during their expeditions