



Product Designer

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About me

I enjoy every little detail of the design process, and I adapt to different subjects quickly. I found it extremely satisfying when I can integrate technologies to provide features and connections that would bring immersive, realistic experience to the end-users, allowing people to evolve.

Skills

Language	Mandarin (Native); English (Fluent)
Software	Photoshop; Illustrator; InDesign; After Effect Procreate; Adobe XD; Premiere; Movavi; Lightroom
3D Modeling Program	Rhino; Solidworks; Gravity Sketch; Keyshot

Proficiencies

Project Research

- Discover market needs and existing / potential problems by analyzing coming trends and statistics.
- Generate insights and observations that can lead to innovative directions.

Concept Development

- Design according to the research result, finding feasible solutions for existing problems.
- Use traditional tools combining with Gravity Sketch (VR modeling) for form development and early stage visualization.

3D Visualization

- Create sophisticated models from Solidworks / Gravity Sketch (VR modeling).
- Create environments and modify materials and finishes in keyshot, deliver realistic render results.

Education

ArtCenter College of Design	2018-2021 (B.S. in Product Design, graduate with honor)
Rosemead College of English	2015-2017
Concept Cube Design Studio	2015-2017
Citrus College	2013-2015

Professional Experience

Product Designer Personal Assistant	Roy USA, Inc.	Feb. 2022 - Present
Freelance	TheKu (Wearable Technology products)	2021
ArtCenter WearLab Club	President (Introduced WearXShow)	2021
SIG Carton Packaging Design (Sponsored)	January-April	2020
Freelance	Gold Saint & Co. (Recreation of a jewelry product)	2019

Teacher's Assistant	- Gravity Sketch VR Modeling	2021
	- Branding strategy	2021
	- Advanced Solidworks	2020
	- Form development	2019
	- Hand sketch foundation	2018

Award

ArtCenter College of Design	Scholarship	2018-2021
ArtCenter Povost List	3.8 or higher GPA	2019-2020
International Design Awards, IDA	IDA 2021's Emerging Product Designer of the Year	Dec, 2021
Core 77 Design Awards	Student Notable Award	June, 2022

Interests

Interests	Roadtrip; Car event; Photography; Tracking/Racing; Snowboarding; PC Building; Go Kart; Gaming; Form development; CMF Exploration; Motorcycle
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