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EDUCATION

Bachelor of Science in Product Design

ArtCenter College of Design

Pasadena, CA, USA

Anticipated Summer 2025

SKILLS

Softwares

Solidworks / Blender / Keyshot / Illustrator /
Photoshop / Figma / InDesign / XD / Premiere Pro

Language

English (Fluent)
Mandarin (Native)

Design

Concept Develop / Storytelling / Branding Strategy /
Prototyping / Design Research

HONORS

ArtCenter Provost List | 2020 - 2024

GPA over 3.8

ArtCenter Williamson Gallery | 2020 - 2022

Animal Amputee; Mygi; Awake; MeowBox

Core77 Student Notable Award | 2023

Mygi - Family Play System

EXPERIENCE

Product Design Intern | Hasbro

6/2024 - 9/2024

Burbank, CA

- Designed 70+ characters for an electronic toy using Illustrator and Photoshop, with 9 approved in the final project review.

- Developed Peppa Pig hardline toy concepts through sketching, resulting in 3+ concepts approved for launch.

- Assisted with product and color renderings in Keyshot and Photoshop, supporting the manufacturing of physical models.

Industrial Designer (Sponsored Project) | Samsung

9/2023 - 12/2023

Pasadena, CA

- Designed future smartwatches for Samsung, focusing on form development and user experience, in collaboration with an interaction designer.

- Conducted in-depth competitor research to discover new market opportunities and address unmet target audience needs.

- Ideated 10+ smartwatch forms through sketches, 3D modeling in SolidWorks, Keyshot, and 3D printing, creating a unique design language.

Freelance Packaging Designer

3/2023 - 6/2023

Shanghai, China

- Collaborated with a multidisciplinary team to design sustainable food packaging for an established brand, now in production.

- Conducted virtual user interviews to gather insights that informed key design decisions.

- Developed packaging structure concepts using cardboard prototypes, 3D models in SolidWorks, and dielines in Illustrator, leading to successful manufacturing.

Industrial Design Intern | Bosch

9/2021 - 12/2021

Shanghai, China

- Conducted competitor research for multiple power tool projects, identifying design opportunities for the team.

- Ideated power tools and packaging concepts using sketches and cardboard prototypes, validating them through user testing with circuit and cardboard prototypes, gain valuable points to improve for the team.