

## SUMMARY

Collaborative and cross-disciplinary industrial+UX designer  
Specializing in design research/strategy and food design.

## SKILLS

2D + 3D Making  
Sketching/digital drawing  
Model-making/laser cut/3D print  
Rhino/Solidworks/Fusion 360  
Keyshot  
AutoCAD/Remake/123D Make  
Sewing (Juki)/Pattern drawing

Adobe Creative Suites  
Photoshop/Illustrator/Indesign  
Photography/Lightroom  
Premier

Programming  
Arduino

## EDUCATION

**Design, Master of Fine Art**  
California College of the Arts (CCA)  
San Francisco, USA. 2014-2017

**Visual Study**  
Art and Contemporary Culture  
Italy. 2015

**Product Design, Bachelor of Science**

School of Design, Jiangnan University  
China. 2010-2014  
(Top 3 of ID program in China)

**Exchange Student**  
College of Engineering, Copenhagen University  
Denmark. 2012

A one-month intensive international design program where I collaborated with a cross-cultural team of engineers and artists.

## EXPERIENCE

### Teaching Assistant, California College of the Arts

Food as Culture Oakland. Jul-Aug, 2017

- Assist Professor Mara Holt Skov to organize the course "Food as Culture"
- Share my design practice and research experience in the class

### Organizer, Berkeley-Stanford FoodInno Institute

Stanford Palo Alto & San Francisco. May, 2017

- Promoted the 2nd Annual Stanford-Berkeley Food Innovation & Design Symposium through social media and local business.
- Planned and set up the event center.
- Feature my project, Protein Fantasy, on the event day.

### Designer, Don Bugito

CCA San Francisco & Oakland. Sep, 2016-Mar, 2017

- Conducted research of breeding requirements for worms and greenhouse for Don Bugito, a food company making edible insect products for people and animals.
- Prototyped the interior of greenhouse/shipping container and prototype the modules for worms breeding, which is easy to replicate and maintain.

### UX Researcher, LeEco US

UEC (Department of User Experience Center) San Jose. Jun-Sep, 2016

- Evaluated the internal and competing TV accessories from ID and UX aspects, internal user testing and survey, reported data for future design.
- Collaborated with UEC and EUI departments to organize "Game Day", an internal gaming event for testing both hardware and software
- Designed all the promotional banners and posters for "Game Day".
- Evaluated packaging and instruction design for LeEco U4, redesigned the label and reported the design proposal for packaging and instruction.
- Conducted daily usability testing for TVs and gaming accessories. Reported bugs.

### 3D Designer, The Perennial

Asian Art Museum San Francisco. Jun-Aug, 2016

- Collaborated with a graphic designer, a UX designer and an architectural designer, to design 2 interactive installations to educate about the carbon footprints of food.
- Exhibited the installations at Asian Art Museum, Blackrock Inc., Chinese Cultural Center in San Francisco.

### Industrial Design Intern, Schneider Electric

Department of Strategy & Innovation Shanghai. Sep-Oct, 2013

- Sketched and 3D modeled the new frequency converter ATV310 based on old model ATV12 according to Schneider Electric's brand visual guideline.
- Liaisoned between the supplier and company and updated the Patent Wall.

### Industrial Designer, Little Tree Art Creation

Jiangnan University Wuxi, Jiangsu. Mar-Jun, 2011

- Designed stationery set and retail store based on my study of the visual identity of Little Tree Art Creation company, and patented my design of pencil cap series.