

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

ACADEMIC EXPERIENCE

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.

PROFESSIONAL EXPERIENCE

UX Designer, Infosys

Eversource Energy California & Connecticut. Sep 2017 - present

- Conducted ethical user interview at the client site
- Facilitated Design Thinking workshop and Design Sprint with local users
- Designed new IT solution and Intranet based on the research and workshop and conducted user testing sessions

Teaching Assistant, California College of the Arts

Food as Culture Oakland. Jul-Aug 2017

- Assisted Professor Mara Holt Skov to hold the course "Food as Culture"
- Shared my design practice and research experience in the class

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 and redesigned packaging and instruction design for LeEco U4.

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 SF.

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

China 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.

EXHIBITION AND ACTIVITY

Organizer. [AVI 2018: The Future of Computing & Food](#)

International Conference on Advanced Visual Interfaces @ Resort Riva del Sole, Castiglione Della Pescaia, Grosseto, Italy. May 2018 (Expected)

The ambition of this event is to discuss the above described developments around technology and food through involving a variety of different stakeholders, ranging from local food producers, chefs, artists, to designers, engineers, data scientists, psychologists. We invite participation from representatives of both the computing and food industry, so that we can envisage the future of HCI beyond 2020.

Eating designer. [Past Future Pop up](#)

A Taste of Edible Insects @ O2 Artisans' Aggregate & Bugito.

Oakland, Feb 2018

In collaboration with Don Bugito, an evening of Mexican pre-Columbian (ancestral) flavors touched by hints of the future.

Experience designer and facilitator, [Future Food Lab](#)

Participatory Design Workshop @ **Design Lab NightLife** & BitLife NightLife, California Academy of Science.

San Francisco, Nov 2017

The Future Food Lab is a participatory design workshop that invites CAS visitors to learn about the future of food and create future recipes inspired by their discovery.

Speaker. [Food Futures](#)

Future Design Talk @ The Design Futures Initiative & Sutherland Labs.

San Francisco, Aug 2017

Presented my work, Protein Fantasy, and the my methodology of designing future food. Then we had a discussion of using food as a catalyst for new sensory experiences will reshape practices and choices of future eaters.

Lead Artist and Facilitator. [Seed+Sheets](#)

Participatory Design Workshop @ **Chinatown Music Festival**, Chinese Culture Center.

San Francisco, Aug 2017

An outdoor workshop that showcases and teaches people how to make paper from recycled materials and food waste. We will dry the paper afterward and send them to people as postcards. The workshop will feature the following five stations that cover the five steps of papermaking.

Exhibitor and Independent Designer. [Protein Fantasy](#)

Speculative Food Design @ **2nd Stanford-Berkeley Food Innovation and Design Symposium**.

Stanford, May 2017

Redefined the "form" and category of protein in a new designed context through the exploration of the future of food beyond current consumerist and industrial production methods.

Lead designer. [Food & CO2: In the Balance & On the Menu](#)

Interactive Educational Installation

@ **Asian Art Museum**; @ **7th Annual Chinatown Music Festival**, Chinese Culture Center ; @ Blackrock Inc.

San Francisco. Jun-Sep 2016

Visualized the CO2 emission of 10 common foods via 2 playful, interactive installations to suggest people reconsider the current food system and try an alternative diet.

This project was in collaboration with the Perennial restaurant in San Francisco. After the 3 exhibitions above, the restaurant displayed part of our design at two or three talks at the Cal Academy of Sciences over the past year and a half and they've been well received. The Cal Academy has agreed to incorporate a version of our food.