

# YI TANG

Looking for Industrial Design Position & Internship

[tangyidesign.com](http://tangyidesign.com)

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## EDUCATION

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### University of Washington / M.S. HCDE

2017 – 2019(Expected Graduation)

Masters of Human Centered Design & Engineering

### University of Washington / B.S. Industrial Design

2012 – 2016

Undergraduate TA, Dean's List, Major GPA: 3.6/4.0

## EXPERIENCE

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### Work

#### Andrew Bowen Design / Industrial Designer

Seattle, WA / September 2016 – May 2017 • 8 mos

- Shipped 5 distinct products(electronics, medical, baby, fitness, fashion, etc) from ideation to production through a fast-paced process.
- Created brand identities & packaging and engaged in brand development.
- Performed understanding of user behaviors and market trends.
- Created presentation materials to lead decision-making, including research findings, potential problems, price & market constraints and visualized design directions.

#### True Brands / Industrial Design Intern

Seattle, WA / April 2016 – June 2016 • 3 mos

- 2 patents reached the market in Spring 2017.
- Led products from concept ideation to manufacturing; Highly involved in identifying product directions.
- Worked closely with senior designers and market team to examine market impacts.

### Research & Projects

#### Microsoft + UW / Graduate Student Researcher(E-Commerce)

January 2018 – March 2018 • 3 mos(Ongoing)

##### Focus: Cross-Platform AI E-Commerce Case Study

Collaborating with researchers & UX designers in conducting usability study (interaction map, usability testing plan, data analysis, etc.)

#### Project EMAR / VR Experience Designer

January 2018 – March 2018 • 3 mos(Ongoing)

Proposing and iterating a social robot VR game intended for measuring teen stress (participatory research, card sorting & Unity prototyping).

#### Microsoft + UW / Undergraduate Student Designer(Xbox)

January 2016 – April 2016 • 3 mos

##### Focus: Inclusive Gaming Case Study

- Led usability research and testing on Xbox accessibility.
- Designed Cobra, a single-handed controller, and related screen

## SKILLS

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### Design

Sketching | Storytelling

3D CAD Modelling

Industry-standard Rendering

High-Fidelity Prototyping

3D Printing, Model Making

NUI & Ergonomics

Data Analysis & Visualization

### Research

Qualitative & Quantitative

Competitive Analysis

Market & Product Research

Patent Research

## TOOLS

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### 2D

Adobe CC

Sketch

Principle

Axure

Tableau

Arduino

HTML, JavaScript

### 3D

Rhino

Solidworks

Keyshots

Unity

## RECOGNITION

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### 2 Product Patents, 2017

True Brands / Seattle, WA

### IHA 23rd Annual Student Design Competition 2016 Honorable Mention

Top 16 of 324 entries

### Dean's List, UW

10 quarters