

## Product designer (LA/Wuhan)

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## Education

Artcenter College of Design.BA (2022-present)  
RISD Summer Course (2020)  
Wuhan-British middle school (2019-2022)

## Featured Project

### NIKE Moveo

*Product Design 4 - 2024*

Overview: A 14-week student project inspired by Nike's empowerment philosophy, aimed at creating sustainable growth in the senior mobility market through innovative, user-centered design.

Dive deep in brand physosophy, Developed an electric wheelchair-walker hybrid for seniors with osteoarthritis, enabling smooth indoor-outdoor mobility transitions. Demonstrated expertise in engineering processes,demonstrating significant value creation for the design team, deliver a product that aligns with both functionality and active lifestyle needs.

Skills: Reinforced my commitment to design studies and real-life problem-solving in line with "form follows function" principles. Showcased skills in consumer insights through market analysis and adaptability.

### Spypal

*Product Design 3 - 2023*

Overview: Designed Spypal, a desk printer tailored for children with ADHD, turning task management into engaging, interactive experiences with familiar cartoon characters.

Went through brainstorming sessions and user research, exploring user needs and fostering a motivated approach to guidance through design. Iterative prototyping and testing ensured functionality that blends creativity with practicality, strengthening support services.

Skills Applied: 3D printing, Sketching, and prototyping Techniques supported by manufacturing and testing processes. The ability to create educational products in an innovative, playful way, ultimately helping children self-regulating.

### Ikea-Place AR glasses

*3D2 - 2023*

Overview: Inspired by IKEA PLACE app, developed AR glasses that make interior design accessible and intuitive, empowering users to visualize their house designs, regardless of modeling skills, bridging virtual and physical spaces.

Applied skills digital surface rendering, and user experience to create tools that enhance designer-consumer communication. This project underscored my commitment to global accessibility and technology integration.

Skills Applied: Surface modeling, showcased a passion for global, user-centered design and a dedication to fostering a collaborative design team culture in a dynamic working environment.focused on bridging virtual and physical spaces to support consumer insights and improve service.

## Skills

Adobe Creative Suite , Procreate, SolidWorks, Keyshot, PDF  
Watercolor Painting, Sketching, Marker Techniques,  
User scenario, Trend research, 3D Modeling, Design for  
Manufacturing, Presentation & Communication , 3D printing  
Fluent in English and Chinese