




Tianhao He

Interaction Designer

 www.specos.design

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Experience

ByteDance

May '22 – Aug '22
Mountain View

May '21 – Aug '21
Beijing

Product / UX Design Intern

[View Case Study](#)

- Collaborated with product managers and engineers to enhance [Lark](#) / [Feishu](#), ByteDance's enterprise software suite for office collaboration and communication.
- Contributed to the globalization effort, promoted strategic visions and design-driven solutions that are aligned with business requirements and user needs through brainstorming and prototype development.
- Worked on new features and user research, user testing, and development process, reaching millions of users worldwide.
- Participated in quality-of-life updates and multiple confidential design projects.

Interactivism

Nov '21 – Feb '22
Remote

Contract UI / UX Designer

- Collaborated closely with client of [Interactivism](#) to enhance the functionality and aesthetic appeal of their upcoming products and services.
- Contributed to the ideation and implementation of the design system and features.

ASUS

Sep '21 – Dec '21
Pasadena

ArtCenter Sponsored Project Designer

[View Case Study](#)

- Collaborated with a team of product and interaction designers to envision the future of [ASUS ROG's AniMe Matrix](#), portable gaming laptops, and the broader gaming community in 2025.

ArtCenter Berlin

Jun '20 – Apr '21
Remote

Web Designer

- Collaborated with the Exchange & Study Away department to design and deploy the primary website for the [ArtCenter Berlin Exchange](#) program.
- Established the web design allowing students to explore program offerings intuitively while enabling faculty to easily maintain the site.

Freelance

Jun '16 – Present

Designer & Developer

- Worked on a diverse range of projects encompassing motion design, branding, and web design.
- Notable clients include startups like [Poparazzi](#), [HyperCard](#), Lolly, and more.

Education

ArtCenter College of Design

Anticipated Apr '23
Pasadena

Bachelor of Science
Major in Interaction Design

GPA: 3.85 / 4.0, with Distinction

Skills

Industry Knowledge

User Interface Design
User Experience Design
User-Centered Design
User Research & Testing
Persona & User Flow Development
Wireframes & Mockups
Low to High Fidelity Prototyping
Design Thinking & Methodology
Graphic Design
Data Visualization
2D / 3D Motion Design
XR Prototyping
Front-end Design & Developing
Physical Computing

Design

Figma, Sketch, Webflow, Adobe Creative Suite, ProtoPie, Principle, Cinema 4D, Octane Render, Rhino, Solidworks, KeyShot, Final Cut Pro X

Prototyping / Developing

HTML/CSS, JavaScript, Unity, C#, Swift, SwiftUI, Processing, React.js, p5.js, Python, Particle IoT

Recognitions

ArtCenter Provost's List	2020 – 2022
ArtCenter Gx Motion Gallery Nomination	2020
ArtCenter Gallery Nomination	2019
IXD Department Scholarship	2019

Languages

English	Mandarin Chinese
Professional	Native