

Steve's

Industrial Designer

stevenhdesign@gmail.com
www.stevendesignworld.com
626-365-2415
Los Angeles, CA
Shanghai, CN

Innovation Seeker

Education

ArtCenter College of Design

Bachelor of Science in Product Design
Anticipated graduation year: 2022 Fall (graduating in December)

Belief & Focus

**I believe design is imagination combined with revision.
My focus is to design for the future of home & creative workflow**

Experience

Normal Object | Contract Industrial Designer & Business Partnership | Remote

Oct 2022 - Present

Business collaboration, worked on the DFM development of a high-quality interactive lamp. Limited-quantity production of 150-500 units, launching in 2023

Communication with oversea vendors + local metal fabricators, worked with electric, software and mechanical engineers

Responsible for middle - high fidelity functional prototyping, CAD development for manufacturing, go-to-market campaign, art direction

LSD (Lifestyledesign studio) | Industrial Design Intern | Santa Barbara, CA

Jan 2021 - Apr 2021

Closely involved in the ideation phase of eyewear design + redesign of brand language. Research, brainstorm, ideate, and rapid prototyping DFM concepts related to portable power stations + a propane grill

ASUS Sponsored Project | ACCD, Pasadena, CA

Sept 2020 - Dec 2020

Helped the ProArt team to design its next-generation product related to the future of workflow for the post-pandemic world. IP got purchased by ASUS for possible future development

14-week team collaboration with UI, UX designer, graphic designer + another industrial designer

Teaching Assistant of 3D-Modeling-2 | ACCD, Pasadena, CA

Sept 2020 - Dec 2020

Helped students to learn Solidworks advanced surfacing. Helped the instructor with keyshot demos on applying proper lighting, texture, CMF, and animations

Recognition

CLEAR LA exhibition

The Parmigiano Reggiano Design Challenge 2021 Bronze Award
ArtCenter Gallery: Canoo Rover Station
ArtCenter Provost List | GPA:3.85 | Fall 2019

Skills

Intellectual: Concept development + problem solving + systematic thinking team collaboration + visual or verbal presentation + trend analysis

Technical: Procreate + Solidworks + rapid prototyping + VR Gravity sketch + design research + DFM + Keyshot rendering + AI, ID, PS

Intrests: Table tennis (real life + VR) + badminton + skateboard + fingerboard