

Alan Shen

Automotive Designer

EDUCATION

ArtCenter College of Design
Anticipated Class of Fall 2023

Bachelor of Science,
Transportation Design

SKILLS

DESIGN

Concept Ideation

Design Research

Rapid simultaneous
2D and 3D iteration

SOFTWARE

Adobe Photoshop

Blender

Adobe Illustrator

Autodesk Inventor

Autodesk 3D Printing

Alias

Gravity Sketch

Octane Render

Solidworks

Google Suite

Microsoft Office

LANGUAGES

Native English

Native Mandarin

ABOUT

I am an aspiring automotive designer and 3D visualizer passionate about problem solving - big or small. I believe that great design is creating beauty from the limitations of functional engineering. As a designer, I challenge myself to learn a new skill in every project I take on, whether it is software oriented or process improvement. I find the act of constantly reflecting and learning deeply rewarding.

Self-Managed / Problem-Solver / Perceptive / Learner / Meticulous

WORK EXPERIENCES

HONDA - DIGITAL MODELING INTERN

01/2023 - 12/2024

- Assisted the Advanced Design (AD) team by interpreting ideation sketches into 3D for iteration
- Visualized concepts and expedited vehicle function development by creating animations
- Collaborated with designers through reviewing 3D models and engaged in design discussions
- Rebuilt a production vehicle by translating clay scans and design renderings into NURBS and SUBD surfaces respectively

MESHEVEN - CAD INTERN

09/2022 - 12/2022

- Learned Autodesk Inventor to design a modular housing for a controller PCB
- 3D printed design iterations to test product modularity, manufacturability, and user assembly
- Modeled the office floor plan to visualize and design locations for environment sensor of the office
- Reimagined the window assembly by designing removable window pane fixtures to allow flexible glass pane arrangements, whilst improving insulation performance
- Developed 3D models ready for rapid prototyping and final production
- Created technical drawings from 3D models for internal reviews and product visualization

3D MODELING CONTRACT

11/2021 - 12/2021

- Worked collaboratively with client through iterations of concept sketches and renders to construct a digital Porsche SUV model that is accurate to package
- Developed the concept in Blender with production-level surface quality, which was made into a physical scale model

STUDIO EXPERIENCES

DIDI SPONSORED STUDIO - EXTERIOR AND VISUALIZATION

05/2023 - 08/2023

- Designed a Midsize SUV for DiDi from a tech-centric perspective to serve a gen alpha demographic
- Created a new visual identity and lighting character representative of DiDi
- Learned Octane Render to achieve high fidelity renders and animations

2040 TESLA MODEL L - INTERIOR DESIGN

3/2022 - 4/2022

- Explored the future of Tesla's interior in 2040 that uses technology to enhance user experience
- Evaluated user scenario and identified comfort and productivity as key values for the user
- Designed a bimodal experience through a surround sound framework and sliding seat systems