

Haoyang Wang

Product Designer

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Education

Undergraduate

Graduate with honor(GPA above 3.5)

Bachelor of Science, Product Design

ArtCenter College of Design

Pasadena, CA USA

Graduation in 2023 fall

Undergraduate

Bachelor of Engineering, Electrical engineering and automation

Fuzhou University

Fuzhou, China

2015-2019

Work History/Sponsored Project (Only selected students can participate)

Student Ambassador | Jul 2023-Present

Gravity Sketch

I collaborate with Gravity Sketch, offering feedback and beta testing for software improvements. I seamlessly integrate it into my design workflow, demonstrating its versatility and value to mass people

Samsung Sponsored Project | Sep 2023-Present

ArtCenter College of Design

In the Samsung program, I've been selected and lead the shift from tech-centric to lifestyle-oriented smartwatch design, defining product strategy and innovating for Samsung wearables.

Teacher Assistant | Sep 23 - Present

ArtCenter College of Design

Worked with students to reinforce learning concept, provide visual critique on their works, and give guidance for research, 3D modeling and rendering. Supported course instruction by grading assignments, and holding one-on-one office hours.

Lululemon Sponsored Project | Jan 23 - Apr 23

ArtCenter College of Design

In this project, I designed eco-friendly footwear and packaging for lululemon using Gravity Sketch. I also explored sustainability opportunities through Life Cycle Assessment (LCA) using digital tools, creating various deliverables, including products, films, packaging, graphics, and CMF considerations.

Co-president of the FutureX Club | Sep 23 - Present

ArtCenter College of Design

As co-president of FutureX, I share design and tech insights, organize panels with designers from prominent companies, and promote future-focused education and networking.

RoyalCaribbean Sponsored Project | Jan 23 - Apr 23

ArtCenter College of Design

We designed entire cruise ship neighborhoods, including dining, entertainment, and relaxation areas. We used Rhino for modeling architecturally-themed spaces and Unreal Engine for real-time rendering to create irresistible cruise ship environments..

Electrical Engineer Intern | Fall 18 - Spring 19

Fuzhou Baite Automation Equipment Co.Ltd

I installed and repaired electrical systems on-site, managed the debugging of automation equipment, assisted in schematic design and component procurement, and programmed PLCs and touchscreens. I also contributed to companies' efforts in developing and marketing new generations of food and drug packaging equipment.

NFL ALUMNI Sponsored Project | Sep 22 - Dec 22

ArtCenter College of Design

We have invented a new MR football gaming system to recreate and rediscover the joy of playing football and fill the void created by the sudden transition from being an active player to a retired one. We have explored futuristic methods of interaction, graphic design, visualization, and storytelling.

Skills

Technical Skills

Solidworks, KeyShot, Unreal Engine, Gravity

Sketch, CLO, PS, AI, Figma, Rhino, Substance

Language

English

Mandarin

Design

Story telling

Visual communication

User interview

Prototyping

Making mock-up

Research
