

## PROFESSIONAL HIGHLIGHTS

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### User Research

Identify key users and pinpoint challenges to address.  
Ideate and construct complete user journey & experience.

### Design for Manufacturing

Knowledge of the basics of product mass production.  
Design with awareness of the need for manufacturing.

### Prototyping

Build mock-ups and prototypes using various methods.  
Validate design concept using prototypes for reiteration.  
Finalize project & document for further developments.

## EDUCATION

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### ArtCenter College of Design

Pasadena, California

Candidate for Bachelor of Science in Product Design

Date: 2018—present    Anticipated graduation year: 2022

## AWARDS

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### ArtCenter Gallery:

Product Design 4 soft good project.

### People's Choice Award:

Toy car design (2018) by ArtCenter peers.

## AREA OF INTEREST & HOBBIES

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**Gaming:** I am a passionate gamer, and I love to purchase and experience different kinds of gaming peripherals.

**Customization & DIY:** I like to upgrade my equipments, and in daily life I craft and build gadgets to solve problems and fulfill my needs.

## TOP PROJECTS

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### Mobile Case X9 - Capstone Project

12-week individual project.  
High-end custom gaming desktop design.

### Project Janus™ System - ASUS ROG Sponsored Project

Six-week team project.  
G14 laptop ecosystem in 2025.  
Collaboration with product & interaction designers.

### Foxnovo G1 - Cordless Handheld Vacuum

14-week individual project.  
Foxnovo S6 vacuum redesign.  
Design for manufacturing.

## SKILLS

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### Design Skills:

Presentation  
Communication  
Problem solving  
3D Printing  
Sketching and drawing  
Idea iteration & brainstorming  
Model making and prototyping  
Teamwork & collaboration

### Software Skills:

Photoshop  
Adobe Illustrator  
Rhino  
SolidWorks  
Keyshot rendering