



## Skills

Digital  
Cinema4D  
Unreal Engine 4  
Unreal Engine 5  
Rhino  
Grasshopper  
Solidworks  
Modo  
Sketch Up  
Keyshot  
Lumion  
V-Ray  
Twinmotion  
Illustrator  
InDesign  
Photoshop  
After Effects  
Premiere Pro

Physical  
Hand Modeling  
Laser Cutting  
3D Printing  
Metalworking  
Woodworking  
Sketching  
Drafting  
Shop Tools

Core Interests  
Animation  
Rendering  
VR Experience  
World Building  
PC Troubleshooting  
PC Building  
Waterloop Building  
Music Making

Language  
Mandarin (Native)  
English (Second)

## Education

Art Center Collge of Design  
(01.2020 - Present)  
Environmental Design - Bachelor of Science

## Recognition

Art Center Scholarship  
(2020-2023)  
Entrance Admission Scholarship  
  
Takifuji Arts Competition Nominee  
(2021)  
The Cage - Pavilion Design  
51" - Exhibition Design  
Bee Garden - Sustainable Design

Spark Award  
(2022)  
Spark Awards Winner - Silver Award  
Bee Garden - Sustainable Design

Art Center Provost List  
(2021)  
In recognition of GPA above 3.8

Art Center Portfolio Scholarship  
(2021-2023)  
Portfolio Scholarship

## Experience

Pressplay Products  
(08.2022 - 12.2022)  
Freelance - Product Rendering  
Product modeling and rendering for better design communication.

S2 Associates  
(07.2022 - 01.2023)  
Freelance - Exhibition Design  
Rendering, animated walk-through of the overall space for SMCHM  
Innovators Gallery, Rolex Exhibition. Spataial design development  
including modeling, material strategy.  
Rendering, material strategy, design of Rolex pop-up exhibition.

Royal Caribbean/Unreal Engine  
(01.2023 - present)  
Teacher Assistant - Art Center Sponsor Project  
Responsivble for assisting teahcing, advising students.  
Providing help on Unreal Engine to help student visualize and  
communicate their design.

Bee Lab: Conservation  
TDS Studio - Art Center College of Design  
(09.2021 -12.2021)  
Dive into the many challenges that wild bees currently facing work with  
researchers, biologists, advocates and communities to support ethical  
wild bee conservation efforts through products, systems, services,  
environments and campaigns. Collaborated with student designers  
from Interaction Design and Product Design.

Life at the Edge  
(09.2022 - 12.2022)  
TDS Studio - Art Center College of Design  
Looking into the future of lunar human habitat development, designing  
human facilities that fits the future demand of human development. At  
the same time, focusing on the sustainable development goal with the  
purpose of providing a better future living environment for human.

Spatial Virtual Reality  
(06.2022 - 09.2022)  
TDS Studio - Art Center College of Design  
Exploring the possibility of using VR technology to provide a unique  
experience to the audience. Introduce the space to the audience  
through VR to express the story in a more immersive way.