



INFORMATION

Junran Yang
Industrial Designer
Concept Designer

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Software

3D



Solidworks



Rhino



Blender
(Basics)



CLO 3D
(Softgoods)



Keyshot



Sketchup

2D



Adobe
Illustrator



Adobe
Photoshop



Adobe
Indesign



Procreate

EDUCATION

ArtCenter College of Design, Pasadena, CA

Bachelor of Arts & Science, Product Design
[Fall 2018 - Fall 2022]

EXPERIENCE

Teacher Assistant, 3D Fundamental

ArtCenter College of Design, Pasadena, CA
[Fall 2019 - Spring 2022]

Description: Manage setups and instruments for class demonstrations; Instruct students to develop techniques on handcraft skills and machine operating processes; Offer project examples and facilitate project anticipations.

Wutron Space, Freelance

Wutron Space design studio, Shanghai, China
[6/2021 - 7/2021]

Description: Contract work for an in-car air purifier project; Develop early ideations of forms and functions; CAD prototypes.

Riot Games China, Intern.

Riot Games China, Creative Team, Shanghai, China
[8/2021 - 12/2021]

Description: Source design inspirations and creation of visuals for Riot Games' key creative projects in aspects of UI/UX, product design, in-game contents, etc.; Work with other designers to develop visual and verbal presentations of trends, insights, and marketing cases; Work with the Consumer Product team to generate creative products and IP collaborating objects, using your product design, graphic design, and illustration skills

ROCA One-day Design Challenge

ROCA, Shanghai, China
[2021]

Description: Second Place Award

PASSION

I love creative thinking and the process of designing things that do not exist. I love visualizing imagination: drawing, painting, and prototyping are part of my life. I am a game fan, a sci-fi book reader, and a film lover. I love traveling to explore and be inspired by the unknown.