

Bio

Hi, I'm a curious industrial designer specializing in consumer electronics, with a dual master's degree in design and business. I believe everyday objects can carry quiet poetry — small moments that help people dream, feel, think, and experience joy in their daily lives. I design with empathy, balancing function, emotional resonance, and viability. My MBA helps me communicate design value across diverse teams, so thoughtful ideas can become products that truly belong in people's lives.

Skills

<i>Language</i>	Mandarin <i>Native speaker</i> English <i>TOEFL, 102</i> Italian <i>CILS, B1</i>
<i>Design Skills</i>	AI Design Tools System Design Research CMF UI UX AI Product Video Prototype Making <i>3D print, paint, polish, foam, wood, CNC, sew...</i>
<i>IT Skills</i>	SolidWorks Rhino Keyshot Adobe (PS, AI, ID, PR) Figma Vizcom, RunDiffusion, NanoBanana Gemini Veo3 Javascript, Arduino

Awards

<i>Sep2023 - Now</i>	ArtCenter Scholarship \$5,000/term, \$35,000 in total
<i>July2022</i>	IDEA 2022 Finalist (International Design Excellence Awards)
<i>Sep2021</i>	IF Design Award 2021 BOBOT WIN3030

Education

<i>Sep2023 - May2026</i>	ArtCenter College of Design <i>Pasadena, CA, the U.S.</i> Master of Science - Industrial Design <i>Main courses: System Design Research, User Interview, CMF Design, 3D Modeling, Product Programming, UX Design, UI Design, Sewing</i>
<i>Sep2025 - May2026</i>	Claremont Graduate University <i>Claremont, CA, the U.S.</i> Master of Business and Administration <i>Main courses: Operational Management, Supply Chain Management, Marketing Management, Corporate Finance, Business Analysis, Strategy</i>
<i>Sep2019 - June2023</i>	Beijing University of Chemical Technology <i>Beijing</i> Bachelor of Engineer - Industrial Design <i>Main courses: Design Psychology, Ergonomics, 3D Design, Web Design, Sustainable Design, CMF Design, Coding, Design History</i>

Experience

<i>May2025 - Sep2025</i>	Netgear. <i>On-site San Jose, CA, the U.S.</i> Industrial Designer - Internship Participated in the next-generation Travel Router design, aimed at improving portability, connectivity stability for frequent travelers. Conducted user research using laddering interviews and synthesized insights through KJ analysis and A&I + PEMS frameworks to identify user pain points and design opportunities. Based on the insights, independently completed 3D modeling, and explored six CMF for cross-team reviews. During development, built 3 generations of prototypes and iteratively refined the design through multiple rounds of user testing and cross-functional reviews, continuously improving usability and product details while advancing the design toward product development.
<i>Mar2020 - June2020</i>	C60. Design <i>Remote Shenzhen, China</i> Industrial Designer - Internship Participated in BOBOT WIN3030 window cleaner development, addressing the limitations of traditional tools which are often heavy, and unsafe for high-rise use. Conducted five forces analysis to identify competitors, industry layout, identified competitive advantages and market position. Worked with engineers and tooling partners to ensure manufacturability. The product was successfully launched and won the iF Design Award 2021.

Project Experience

<i>Oct2021 - May2022</i>	Smart Therapy Device System Industrial Design Identified a key gap in long-term care: bedridden patients face a high risk while caregivers rely on labor-intensive, inconsistent manual repositioning and massage. Conducted stakeholder analysis and scenario-based research to map the caregiving workflow and pain point opportunities. Designed a system combining pneumatic massage and electrostimulation, iterating through rapid prototypes and functional validation to refine comfort and usability. Recognized as an IDEA Design Award 2022 Finalist.
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