

Experience	<div><div>School of the Art Institute of Chicago</div><div>Teaching Assistant</div><div><div>January - May 2023</div><div>Chicago, IL</div></div><div><div><div><div><div></div></div><div>Facilitated design projects with North Lawndale residents, small businesses, and organizations such as CCA Academy, YMEN, and Street Vendors Association, ensuring alignment between student proposals and stakeholder needs.</div></div><div><div><div></div></div><div>Guided students through ideation, prototyping, and testing in the community-focused Social Engagement Studio.</div></div><div><div><div></div></div><div>Organized design charrettes with local leaders, connecting students with stakeholders to gather valuable insights.</div></div><div><div><div></div></div><div>Coordinated research and knowledge-sharing activities focused on social impact and participatory design.</div></div><div><div><div></div></div><div>Supported critiques, ensuring designs met the needs of stakeholders and fostering community-driven solutions.</div></div></div></div></div>
	<div><div>SELF PICK Broadcast Media Production</div><div>Prop Design, Graphic Design, and Set Design Intern</div><div><div>April - July 2023</div><div>Taipei, Taiwan</div></div><div><div><div><div><div></div></div><div>Designed and 3D printed special effects props using Fusion 360, FDM, and resin printing, playing a key role in storytelling for Convenience Store 1999.</div></div><div><div><div></div></div><div>Created electronic components with integrated lighting and special effects for supporting characters.</div></div><div><div><div></div></div><div>Produced cast copper and sheet metal props in collaboration with manufacturers.</div></div><div><div><div></div></div><div>Designed on-set graphics, posters, and labels using Illustrator, Photoshop, After Effects to maintain visual cohesion.</div></div><div><div><div></div></div><div>Worked closely with directors and producers to ensure seamless integration of design elements into the production.</div></div><div><div><div></div></div><div>Assisted with set design, including building, setting up, and breaking down sets to support smooth transitions.</div></div></div></div></div>
	<div><div>XD Automotive and Industrial Design</div><div>Product Design and UI/UX Intern</div><div><div>May - August 2021</div><div>Taipei, Taiwan</div></div><div><div><div><div><div></div></div><div>Led project direction and identity development for a new speaker system at Soma Acoustic Co., conducting user research and persona generation using Sketch and Keynote.</div></div><div><div><div></div></div><div>Collaborated with product designers to establish visual language and UX strategy for the speaker system.</div></div><div><div><div></div></div><div>Conducted market research and competitor analysis with SurveyMonkey for product positioning of a new drawing pad line at ViewSonic Corporation.</div></div><div><div><div></div></div><div>Designed user experience and created a project proposal video for SwiftCat (food catering startup) using Illustrator, Photoshop, and After Effects to clearly communicate the business strategy.</div></div></div></div></div>
	<div><div>American Innovation Center</div><div>Service Design Intern</div><div><div>July - August 2017</div><div>Taipei, Taiwan</div></div><div><div><div><div><div></div></div><div>Conducted research and gathered demographic data to enhance community engagement and user experience.</div></div><div><div><div></div></div><div>Developed prototypes and service blueprints to optimize user interactions and service delivery.</div></div><div><div><div></div></div><div>Designed accessible community courses aligned with local needs, coordinating participant support.</div></div><div><div><div></div></div><div>Created user guides, video documentation, and media content to promote outreach.</div></div><div><div><div></div></div><div>Led tours, assisted with exhibition setup/takedown, and contributed to creative outreach efforts.</div></div><div><div><div></div></div><div>Supported large-scale events like Super Girl Camp and Fishackathon award ceremony, increasing community impact.</div></div></div></div></div>
Skills	<div>Product Strategy, Usability Testing, User Flows, Design Thinking, 3D Modeling, User Research, Visual Design, Rapid Prototyping, Wireframing</div>
Tools	<div>Adobe CC (XD, InDesign, Illustrator, Photoshop, Lightroom, After Effects, Premiere Pro), Fusion 360, Solidworks, Rhino, Keyshot, Unity, Figma, Webflow, Arduino, HTML & CSS, C++</div>
Education	<div><div>School of the Art Institute of Chicago</div><div>Master of Design in Designed Objects Visionary Scholars Award Scholarship</div><div><div>May 2025</div><div>Chicago, IL</div></div><div><div>Georgia Institute of Technology</div><div>Bachelor of Science in Industrial Design</div><div><div>May 2022</div><div>Atlanta, GA</div></div></div></div>
Awards	<div><div>International Design Awards 2024</div><div>Honorable Mention</div><div><div>Georgia Tech School of Design Industry Award 2018</div><div>3rd Place</div></div></div>
Languages	<div>Mandarin - native , English - native</div>