

# CALVIN LIN

PRODUCT DESIGNER

<https://cla455.myportfolio.com/>

778-321-8246

calvin\_lin@sfu.ca

## ACADEMIC DESIGN PROJECTS

### INDUSTRIAL DESIGN

Sept - Dec 2022

Objective: create a pair of VR goggles based on created persona using only wood and fabrics

- Assembled the final model using power tools to create a light, elegant artifact
- Prepared files for laser cutting by creating vector images in illustrator
- Iterated and designed housing for a set of VR goggles

### ARCHITECTURAL DESIGN

Feb - Apr 2022

Objective: design and model a pavilion and pergola to situate inside of Holland Park, Surrey, B.C.

- Remodeled landscape using TwinMotion by studying the greenery within Holland Park
- Tested and assigned materiality to the pavilion and pergola using TwinMotion to create beautiful architecture
- Considered model structure and contours to accurately assign lights to enhance the pavilion
- Rendered a high quality video to highlight the shape and structure of the finished project using cinematography tools inside of TwinMotion

### PRODUCT DESIGN

Jan - Feb 2022

Objective: design and model a chair that is both functional and a piece of art

- Conducted extensive market research to identify various unique and innovative chairs
- Strategically considered human ergonomics during the design process, resulting in a product that prioritizes the comfort of the user
- Constructed a 3D model using Rhinoceros3D to efficiently prepare, assemble, and bring to life a complex physical product with precision and accuracy

## EDUCATION

SIMON FRASER UNIVERSITY

EXPECTED GRADUATION: SEP, 2025

BSc. in Interactive Arts & Technology

## SKILLS

### DESIGN

Photoshop

Illustrator

Premiere

After Effects

### CODE

HTML/CSS

Java

Arduino

### PROCESS

Ideation

Sketching

Wireframing

Prototyping