# **QIAN XI (CISSY) LUO**

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Website:

https://cissy9951.github.io/portfolio/

### **EDUCATION**

## **Rhode Island School of Design, Class of 2021**

Providence, Rhode Island, United States
Bachelor of Fine Arts with Honors, Industrial Design, GPA: 3.828
Computation, Technology, and Culture Concentrator

### **Steveston-London Secondary School, Class of 2017**

Richmond, BC, Canada

Dogwood Diploma (BC Certification of Graduation)

## **GOAL**

To design soft goods and toys, and create designs that bring joy to people today and inspirations tomorrow.

## **RISD STUDIOS**

## **Advanced Soft Goods 2021 Spring**

Directed my own project. Designed a soft doll house product line which teaches children to model using soft materials, and create designs from their own imagination. Deliverables include concept and market researches, prototypes, final product and packaging, spec pack, and a presentation.

## **Humanitarian Innovation Design 2021 Spring**

Built design-based activities for teenage refugees in Greece. The activities intend to help the refugee minors gain confidence and team work skills. Working in a team of 4, we conducted interviews with staff, tested our lessons, and led a real class. Each member focused on 1 activity, and was in charge for its instruction guide, PPT slides, and engaging class flow.

### **EXPERIENCES**

#### **Estee Lauder Companies Summer 2020**

## Packaging Design Intern

Interned at the brand Tom Ford Beauty. Worked on design directions for primary packaging, press release kit, and travel set. Learned about branding, packaging design, packaging development, and being part of a larger team.

## **Eyeluminati** Summer 2020

## **Product Design Intern**

Participated in ideating and producing visualization of new products for company's vision based AI platform, including CAD modeling and marketing pamphlets. Also designed logo for the AI platform.

## **Brown-RISD Game Developers Club Fall 2019**

#### Artist

As a member of an 18 people team, participated in plot design for a mystery puzzle narrative game. Focused on creating assets for game scenes using Illustrator and Procreate in isometric perspective.

#### **Brown Daily Herald Fall 2019**

## Illustrator

Produced illustrations for the on-campus newspaper at Brown University. Created original images based on keywords given by writer and editor, and completed within a short deadline.

# **SKILL SETS**

#### **Digital**

Rhino Solidworks Keyshot Web design Photoshop InDesign Illustrator Premiere 3D Printing Grasshopper

## Languages

English Fluent

Mandarin Chinese Fluent

French Basic

#### Crafts

Metalworking with hands

Woodworking with hands & machines

Machine sewing Hand sewing

Pattern Making

#### **Hand Drawing**

Orthographic Marker renderings Exploded views Ideation sketches