QIAN XI (CISSY) LUO

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

GOAL

Entry level position at a toy company to learn about the industry and contribute my creative skills to bring joy to children.

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

EXPERIENCES

Estee Lauder Companies Packaging Design Intern

Summer 2020

Interned at the brand Tom Ford Beauty. Focused on rendering color, material, and finish in Illustrator for bottles and boxes, modeling new jar concept to show company leaders, and creating labels for travel set containing required info while aligning with brand identity. All files created were clean with organized layers for effective team work.

Eyeluminati Product Design Intern

Summer 2020

Participated in ideating and producing visualization of new products for company's vision based AI platform. Created CAD models, marketing pamphlets, and logo designs. Learned to design not just a good result, but also an impactful and concise visual story.

Brown Daily Herald Illustrator

Fall 2019

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.

RELEVANT RISD STUDIOS

Humanitarian Innovation Design 2021 Spring

Built design activities for the NGO Faros to help teenage refugees gain confidence, trust, and design skills. Working in a team of 4, we conducted interviews with staff, tested our lessons, enhanced our instruction guides as well as class flow, and led 3 real classes.

SKILL SETS

Digital

Photoshop
InDesign
Illustrator
Premiere Pro

Rhino 3D Grasshopper Solidworks Keyshot

HTML/CSS
JavaScript
DLSR Camera
Microsoft Office

Prototyping

Sewing Machine Pattern Making 3D Printing

Knowledge of manufacturing techniques for metal, wood, and plastic.

Languages

English Fluent Chinese Fluent French Basic

Hand Drawing

Marker renderings Procreate