Zining TANG

Phone: 401-212-5963 | Email: tangzining3@gmail.com | Portfolio: https://finntang.github.io/
Address: 17 Planet St., Providence, RI 02903, USA

EDUCATION

Rhode Island School of Design
BFA Industrial Design | GPA: 3.7/4.0 (Magna cum laude) 2022 - 2026

- **Selective Modules:** Computation, Technology, and Culture (CTC) Concentration
- **Toolkit:** Illustrator, Photoshop, Blender, SolidWorks, KeyShot, Rhino, Unreal Engine, Unity, GameMaker Studio, Stable Diffusion
- RI Cross-registered Student at the East Asian Studies Department of Brown University

INTERNSHIP EXPERIENCE

Shanghai Lingyingti Intelligent Technology Co., Ltd.
Remote Intern 05/2025 - 08/2025

- Participated in the full R&D lifecycle of an AI glass from concept development, interaction architecture, and visual design to final product launch.
- Spearheaded UI/UX design for the official website onboarding page and contributed to core product function and interaction flow design.
- Enhanced the overall product experience through user insights analysis and rapid prototyping, and created visual and interaction deliverables for roadshows, contributing to successful funding and mass production.

Ningbo Chutian Advertising Design Co., Ltd.
Design Intern 05/2024 - 08/2024

- Utilized KeyShot and Blender for industrial product modeling and rendering, designed product animation videos, and supported the creation of promotional visuals for client products.

Ningbo Joyson Electronic Corp.
Design and Visual Media Intern 06/2023 - 08/2023

- Designed aesthetically pleasing visuals and media content showcasing the factory's advanced automated manufacturing processes for brand promotion.
- Created posters, infographics, and workflow diagrams to enhance cross-department communication efficiency, earning commendations for translating complex technical concepts into easy-to-understand visuals.

COMPETITIONS

AI 2025 FOR CODE - AI Coding "Digital Pet" Web APP

- Developed an AI-driven digital-pet web app with a Django REST backend, GPT-4–powered, featuring vision-based micro-expression analysis to generate adaptive pet behaviors and emotion-responsive feedback.
- Applied an interdisciplinary approach, combining interaction design with education, psychology, and health within an ethical framework, to explore whether virtual AI companions can support self-reflection and emotional regulation.
- Secured **2nd place** in the national-level competition for demonstrating innovative AI design, affective computing, deep interaction design, and robust end-to-end system execution.

2024 IDSA Marathon Design Competition (5-Hour Team Challenge)

- Designed a tabletop card game to immerse young players in a play-based Cantonese language learning environment, winning **2nd place** for the game's value in promoting cultural preservation.
- Created card visuals, info-architecture, 3D models, and packaging using Figma, Illustrator, and Blender.
- Collaborated with the team to brainstorm language tasks, strategy mechanics, and cooperative gameplay.

Individual Project: Development of the Visual Novel Game *Bubble* for Global Game Jam 2025

- Built a fully playable visual novel game within 48 hours using HTML5, featuring the RISD campus as the narrative setting and paying homage to the *Fate/Stay Night* series.

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ACADEMIC PROJECTS

Collaborative Study Project - Shmupformer FPS Game Making

- Contributed to the development of an original FPS game through art design and combat system programming, including enemy AI, attack patterns, damage calculations, and difficulty balancing.
- Ensured smooth project implementation by supporting team members through technical challenges, tight deadlines, and high-pressure situations.

ACADEMIC PROJECTS

Brown-RISD Game Developers (BRGD)

- Contributed to the strategy game *Suitor's Proposal* through character art design, PNG asset integration in the Godot engine, and collaborative version management using Git and GitHub.
- Participated in the development of the puzzle game *Hungry Haus* by creating the Dual-Reality system, implementing first-person controls and puzzle framework in Godot, and building an integrated 3D–2D interface using CanvasLayer and signal-based interactions.

RISD NASA Club - NASA Human Exploration Rover Challenge (HERC)

- Utilized Rhino, Fusion 360, and SolidWorks to model, iterate, and optimize structural and mechanical components for a NASA rover design project.
- Designed and fabricated the rover's wheel assembly and its brake linkage by leveraging strong metalworking and woodworking skills.