

# Yucheng “Fifi”

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fixiedesign.com

## education

### Parsons School of Design

New York, NY | Class of 2020  
MFA : Design and Technology

### University of Washington

Seattle, WA | Class of 2017  
BDes: Industrial Design  
BA: Philosophy

### University of Amsterdam

Amsterdam, NL | Exchange 2016  
Art History - Dutch Art, Society  
and Culture

## skills

### Design

Experience Design, Wireframe,  
Technical Drawing, Illustration, Spatial  
Design, Branding

### Software

Adobe Suite (PS,AI,ID,PR AE,LR,XD),  
Rhino, SolidWorks, Fusion 360, Keyshot,  
SketchUp, Unity, OpenFrameworks,  
Arduino, Processing, Cinema 4D,  
Microsoft Suite, inVision, Abelson

### Programming

HTML, CSS, JavaScript, Java, C++, Python

### Fabrication

3D Printing, CNC, Woodworking, Laser Cut,  
Vacuum Forming, Screen Print, Ceramic

### Tech

IoT, Machine Learning, Data Visualization,  
Generative Art

## awards • certifications

### Bloomberg Institute

Bloomberg Market Concepts

### University of Washington

Annual Dean's List | 2013-2014  
Dean's List | Spring & Summer 2015  
Dean's List | Winter & Autumn 2016

## volunteer

God's Love We Deliver | 2019.6-Present  
Queen Anne Food Bank | 2018.1-2018.6

## languages

Chinese(Native)  
English(Fluent)  
Italian(Basic)

## experience

### 3D Printing & CAD Technician • Parsons Making Center 3D Lab

2019.02-Present

At the 3D Lab I help students with their 3D print files, as well as giving students recommendations on product CMF. I am also responsible for checking and repairing all lab equipments.

### Feroce Magazine Vol 8 • Published Work

2019.05

A self-driven project focused on re-purposing used footwear into statement intimate garments. All pieces are hand-made, and later on published in Feroce Magazine.

### Designer • Isla Footwear

2017.12-2018.05

As the in-house designer, I was in charge of developing new concepts for the footwear line, producing technical patterns and physical prototypes. In addition, I was also creating digital contents for the company's social media accounts.

### IDeA Competition • Participant

Spring 2017

A collab project on creating a marketplace at the refugee settlement in Kenya. Designed with respects for refugee inhabitants' autonomy, creativity and capability with a vulnerable population, and create more community value.

### Premio Rometti Ceramiche Rometti & UW • Participant

Spring 2016

A ceramic home lighting decor inspired by and for Rometti productions, which manages to combine their art direction with the functionality.

### PR Designer • Operation Smile UW

2014.09-2016.06

As their PR Designer, I worked on creating flyers, posters, event banners, as well as content for social media in to promote our quarterly fundraising events.

## teaching

### Machine Learning Teaching Assistant • Parsons School of Design

2020.01-2020.05

I was the teaching assistant for the Graduate level Machine Learning Course. My primary duties are running recitation sessions after each lecture, helping students to better understand the course material, host meaning for discussions and provide technical supports.

### Machine Learning Workshop Lecturer • Sichuan Fine Arts Institute

2020.01

I conducted a One-Day Machine Learning Workshop with the students at the Sichuan Fine Arts Institute introducing students on Natural Language Processing, Supervised and Unsupervised learning.

### Design & Technology Tutor • Parsons School of Design

2019.08-2019.12

As the department tutor for students, I provide technical help with students projects with a main focus on Physical Computing, Programming and Design Concepts.