

JENNIFER ZIYUAN HUANG

PORTFOLIO: hoyiki.github.io

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EDUCATION

RHODE ISLAND SCHOOL OF DESIGN: Master of Industrial Design,

Jan 2019 - May 2021

NEW YORK UNIVERSITY SHANGHAI: Bachelor of Science, Sept 2014 - May 2018

Major: Computer Science | Minors: Mathematics + Visual Arts Practice

NEW YORK UNIVERSITY ABU DHABI: Study Away, Sept 2016 - Dec 2017

EXPERIENCE

TEACHING ASSISTANT: Brown University, Summer 2019

Helped students with 3D modeling, sewing, digital fabrication, and designed and gave lectures on physical computing

DESIGN TECHNOLOGIST INTERN: [frog](#) Shanghai, Jul 2018 - Dec 2018

Participated in an 'experience store' design project, a food-related venture design project, and a home appliances' physical interaction design project.

Was fully in charge of the hardware and physical prototype part in the last project.

SUMMER RESEARCHER: NYU Center for Cyber Security (New York University Tandon School of Engineering), Summer 2017

Designed an educational augmented reality board game that teaches about cybersecurity.

STUDENT RESEARCH ASSISTANT: [Lab for Narrative Technologies and Spatial Installations](#) (New York University Abu Dhabi), Spring 2017

Rapid prototyping and digital fabrication.

ILLUSTRATOR: [The Gazelle](#) (New York University Abu Dhabi), Fall 2016 – Spring 2017

FULL STACK DEVELOPER INTERN: SooGang (Shanghai), Summer 2016

Worked on developing a StackOverflow-like website for the metal industry in China.

SKILLS

PROGRAMMING TOOLS: Python, Java, C, C++, Verilog (FPGA), HTML, CSS, JavaScript (Django, Electron, React), Unity, C#, Arduino, Raspberry Pi, ESP8266

DESIGN TOOLS: Adobe Illustrator, After Effects, PhotoShop, Solidworks, Onshape, Keyshot, Digital Fabrication, Woodworking, Metal Lathe, Metal Mill, Soft Goods Development

EXHIBITION

LARYNX: An interactive installation that visualizes human voices, shortlisted for Sheikh Manal Young Artist Award 2016, exhibited in Dubai