

Huizhong Ye

An innovative designer & researcher who
bridges user and technology.

hzyeah.me

[LinkedIn](#)

epsilon.yhz@gmail.com

+31 619360818

Eindhoven, Netherlands

EDUCATION

M.Sc Industrial Design

/2019-2021

Eindhoven University of
Technology (TU/e)

The 3+2 Excellence Program for
Industrial Design of TU/e-ZJU

B.E Industrial Design

/2016-2020

Zhejiang University (ZJU)

Rank Top 5%

Zhejiang Province Honor
Graduate, Zhejiang Province
Government Scholarship,
Academic Excellence Award for 3
years

SKILLS

Expertises

Design Research
User Research
User-centered Design
Data-Enabled Design
Tech-Driven Design
Storytelling
3D-Printing
.....

Tools

UI	Sketch, Figma, XD
Data analysis	SPSS, Tableau
3D	Rhino, Keyshot
2D	AI, PS, Procreate
Programming	C, Html, Css, Java
Other	X-mind, Ms Office

Language

Mandarin	Native
English	Fluent

Interests

Badminton, Touch Rugby,
Sketching&Painting, Traveling

EXPERIENCE

Research Assistant Intern

07 - 10.2020

Center of Digital Innovation, Tongji University

Desk research and literature review for the cardiopulmonary rehabilitation project.
Literature review and paper writing about thermal-augmented smart textile.

Product Design Intern

09.2018 - 01.2019

Hangzhou Warmplus Technology Co., Ltd.

Product design and development of ultrasound-extraction-based essential oil machine.
My work includes product definition, 3D modeling and rendering, prototyping.
Invited to 2019 Yangtze River Delta Creative Design Exhibition.

Product Design Intern

08.2018

Robotics and Automation Research Lab, SUTD

Designed shape-shifting robot products, focused on user experience and product structure.
Both schemes were adopted for commercial presentations.

PROJECT HIGHLIGHTS

Kneehab

09.2019 - 01.2020

A Wearable System for Self-Monitoring Knee Overstretching

Applied user-centered design and research through design methodologies in this project.
Designed a system that consists of a smart knee brace and a behavioral change application.
Conducted sensor accuracy tests in the lab and credibility and expectation user test.
Awarded with grade 9/10, presented at the BIJZONDER event in [Adelante](#).
[Publication: the 6th European Conference on Design4Health.](#)

Asynchronous co-dining

02.2020 - 06.2020

Enhancing the Intimacy in Remote Co-Dining Experience
Through Audio Recordings

Explored how can recorded audio create an asynchronous co-dining experience and support intimacy by conducting a field study (p=24), and follow-up workshop (p=6).
Quantitative and qualitative data analysis.
[Publication: TEI'21 \(https://doi.org/10.1145/3430524.3442468\)](https://doi.org/10.1145/3430524.3442468)
[Presented on TEI'21 Conference](#)

Magpie's Bridge

10.2020 - 12.2020

An Art x Tech x Culture Lighting Installation

Conducted cultural image exploration and innovation, designed the animation pattern.
Used 3D printing as the main technique of the art installation, which created an immersive animated effect with laser light.
Multidisciplinary cooperation.
[Exhibited on GLOW 2020.](#)

April 2021 updated