Huizhong Ye

An innovative designer & researcher who bridges user and technology.

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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
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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.

FEATURED PROJECTS

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 usability test, including sensor accuracy tests in the lab, credibility and expectation questionnaires, and usability tasks test.
Awarded with grade 9/10, presented at the BIJZONDER event in Adelante.
Publication: the 6th European Conference on Design4Health.

NFCe
02.2021 - 06.2020

A wearable system for Body-Centric Interaction

\# Exploratory study of near-field body-centric interactions and applications in various scenarios.
\# Designed and developed a scalable, extendible, and wearable NFC system with proof-of-concept research.
\# Conducted usability test, and co-creation sessions with users and designer.
Submitted to UIST'21, currently under review.
Presented at CHIIoT2.

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)
Presented on TEI'21 Conference