

Huizhong Ye

An innovative designer & researcher who
bridges user and technology.

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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

Graduate with Cum Laude

B.E Industrial Design

/2016-2020

Zhejiang University (ZJU)

Rank Top 5%

Zhejiang Province Honor

Graduate, Zhejiang Province

Government Scholarship,

Academic Excellence 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.

Research Assistant Intern

07 - 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 - 06.2021

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.

Awarded with grade 9/10.

Published and 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 \(https://doi.org/10.1145/3430524.3442468\)](https://doi.org/10.1145/3430524.3442468)

Presented on [TEI'21 Conference](#)

Aug. 2021 updated