




# Hanes Hsu

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## Education

SCHOOL OF THE ART INSTITUTE OF CHICAGO,  
ARCHITECTURE, INTERIOR ARCHITECTURE, AND DESIGNED OBJECTS

*Master of Design in Designed Objects | Visionary Scholars Award Scholarship*

GEORGIA INSTITUTE OF TECHNOLOGY, COLLEGE OF DESIGN

*Bachelor of Science in Industrial Design*

Expected to graduate May 2025

Chicago, Illinois

May 2022

Atlanta, Georgia

## Experience

**SELF PICK, Broadcast Media Production and Distribution**

*Prop Design, Set Design, and Graphic Design Intern for the production of the Taiwanese film Convenience Store 1999 (2024), Gamania Digital Entertainment Co., Ltd.*

April 2023 - July 2023

Taipei, Taiwan

- Designed, 3D-modeled, and fabricated crucial hand props that forward the narrative of the film using Fusion 360, 3D printing, and model-making techniques
- Created graphics for set props, graphics, and posters.
- Worked as set design assistant to create set props and build film sets.

**XD Automotive and Industrial Design Inc.**

*UI/UX and Product Design Intern*

May 2021 - August 2021

Taipei, Taiwan

- Spearheaded [project direction](#) and identity for a new speaker system for **Soma Acoustic Co.** through user research and interviews, generating personas, competitor analysis, and establishing product visual language as a UX designer in collaboration with in-house product designers.
- Established product positioning for new line of drawing pads through market research and competitor analysis for **ViewSonic Corporation**.
- Worked on the user experience and project proposal [infographic video](#) for **SwiftCat**, a food catering startup developed by **XD Automotive and Industrial Design Inc.**

**American Innovation Center (AIC)**

*Service Design Intern*

July 2017 - August 2017

Taipei, Taiwan

- Assisted Taiwan Design Center (now: Taiwan Design Research Institute) in a service design project to increase AIC's number of daily visitors.

## Select Projects

**Veloce: Climbing Gear Organization | [Independent Project](#)**

- Designed and fabricated a collection of three items used for organizing gear, and containing and removing chalk for rock climbers. The collection includes two chalk brushes that nestle with each other, a chalk bag that has quick release hardware for the chalk brushes, and a shoe bag that prevents odor and chalk buildup.

**Taipei Fine Arts Museum (TFAM) App Accessibility Case Study | Independent Project**

- Utilized WCAG 2.1 Guidelines and wireframe prototyping in Figma to redesign the TFAM app to increase accessibility by creating a coherent navigation system, user friendly interface, and easier to read icons.

**Dueling Dyads: Designing for Daily Toilet Transfers | [Group Project](#)**

- Worked as project manager, UX designer, 3D modelmaker with occupational therapists to create a toilet transfer system aimed at alleviating the physical and mental stress of the transfer process for care-givers and care-receivers through the use of universal design to adapt for residential and public use.

## Skills & Awards

**Awards:** Won 3rd place for group project in [Exhibition Design](#) for Georgia Tech LaunchPad Spring 2019

**Software:** Adobe CC (XD, InDesign, Illustrator, Photoshop, Lightroom, After Effects, Premiere Pro), Fusion 360, Solidworks, Rhino, Keyshot, Unity, Figma, Webflow, Arduino

**Design Skills:** Design thinking, 3D modeling, user research methods, visual design, rapid prototyping, wireframing

**Languages:** Mandarin - native, English - native