




Hanes Hsu Industrial Designer

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Experience

School of the Art Institute of Chicago

January - May 2025

Teaching Assistant (Social Engagement Studio)

Chicago, IL

- Guided 10+ students through ideation, prototyping, and usability testing for socially engaged design, leading to higher project adoption rates among community partners
- Organized design charrettes and coordinated research and knowledge-sharing activities with local leaders, fostering a collaborative learning environment to ensure project alignment with stakeholder needs and social impact goals
- Facilitated 3 large-scale, community-driven design projects with 30+ North Lawndale residents and local organizations (CCA Academy, YMEN, Street Vendors Association, etc), resulting in two implemented proposals that improved public engagement and addressed real stakeholder needs:
 - Custom Steel Signage for Permaculture Gardening:
Led the design and implementation of interchangeable steel signage for a community garden, introducing crops, their permaculture uses, nutritional benefits, and preparation methods. Supported healthy eating initiatives by making garden information accessible and engaging for all visitors; the garden distributes its harvest for free to the community
 - Community Food Packaging Solution:
Developed a low-cost, flat-pack, easy-to-assemble packaging system for a local organization that collects and distributes garden-grown produce. Addressed community concerns about receiving unpackaged food, increasing engagement and interest in less popular crops

SELF PICK Co., Ltd

April - July 2023

Prop Design, Graphic Design, and Set Design Intern

Taipei, Taiwan

- Designed, 3D printed, and fabricated 40+ special effects props, directly enhancing the visual narrative and production value of "Convenience Store 1999," contributing to positive audience and director feedback
- Produced engineering drawings and CAD files for cast copper and sheet metal props, collaborating with local Taiwanese manufacturers to streamline fabrication, increase overall prop output, and save production time by 20 hours for the team
- Designed 100+ graphics, posters, and labels using Illustrator, Photoshop, and After Effects for on-set visuals

XD Automotive and Industrial Design Inc.

May - August 2021

Product Design and UI/UX Intern

Taipei, Taiwan

- Led project direction and identity development for a new speaker system at Soma Acoustic Co., conducting user research and persona generation; collaborated with product designers to establish a cohesive visual language and UX strategy that informed core design decisions and resulted in positive client feedback
- Delivered user flows, wireframes, and personas; co-developed UX strategy for a new ViewSonic drawing tablet
- Designed full-stack proposal (UI, brand, experience) for SwiftCat's community-based meal app using Figma for UI/UX design, research synthesis, and a motion-graphic infomercial (After Effects) to communicate product vision, userflow, and value proposition to stakeholders

American Innovation Center

July - August 2017

Service Design Intern

Taipei, Taiwan

- Conducted research and gathered demographic data, leading to the development of targeted engagement strategies that increased community participation by 20%
- Designed and coordinated accessible community courses for 100+ participants, creating user guides and media content that improved local learning outcomes and expanded program visibility and engagement

Select Project	<div><div>Fluid Boundaries</div><div><ul style="list-style-type: none">Designed an adaptive dining system for aging users and those with limited dexterityCollaborated with therapists, older adults, and CNC manufacturers to ensure ergonomic and manufacturable design that doesn't announce itself as an assistive designProduced technical CAD drawings and physical prototypes with appropriate CMF for usability and safetyWinner of the 2025 Golden Arc Design Award<ul style="list-style-type: none">Platinum Prize in Medical and Healthcare CategoryFunctional Care Special Award</div></div>
Skills	<div>Product Strategy, Usability Testing, User Flows, Design Thinking, 3D Modeling, User Research, Visual Design, Rapid Prototyping, Interaction Design, Wireframing, Coding</div>
Tools	<div>Adobe CC (XD, InDesign, Illustrator, Photoshop, Lightroom, After Effects, Premiere Pro), Fusion 360, Solidworks, Rhino, Keyshot, Unity, Figma, Webflow, Arduino, HTML & CSS, C++</div>
Education	<div><div>School of the Art Institute of Chicago</div><div>Master of Design in Designed Objects Visionary Scholars Award Scholarship</div><div>May 2025</div><div>Chicago, IL</div></div>
	<div><div>Georgia Institute of Technology</div><div>Bachelor of Science in Industrial Design Graduated with Highest Honors</div><div>May 2022</div><div>Atlanta, GA</div></div>
Awards	<div><div>Golden Arc Design Award 2025 - Fluid Boundaries</div><div>Platinum Prize in Medical & Healthcare Devices Functional Care Special Award</div></div>
	<div><div>International Design Awards 2024</div><div>Honorable Mention in Conceptual Products/Sports & Leisure</div></div>
	<div><div>Georgia Tech School of Design Industry Award 2018</div><div>3rd Place</div></div>
Languages	<div>English - native</div> <div>Mandarin - native</div>