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

- Facilitated 3 large-scale design projects with 30+ North Lawndale residents, small businesses, and organizations such as CCA Academy, YMEN, and Street Vendors Association, ensuring alignment between student proposals and stakeholder needs
- Guided 10+ students through ideation, prototyping, and usability testing for socially engaged design
- Coordinated research and knowledge-sharing activities focused on social impact and participatory design

SELF PICK Broadcast Media Production

April - July 2023

Prop Design, Graphic Design, and Set Design Intern

Taipei, Taiwan

- Designed, 3D printed, and fabricated 40+ special effects props using Fusion 360, FDM, and resin printing, playing a key role in storytelling for Convenience Store 1999
- Designed 100+ UI components and production-ready graphics using illustrator, Photoshop, and After Effects
- Created 20+ electronic components with integrated lighting and special effects for supporting characters

XD Automotive and Industrial Design

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 using Sketch and Keynote
- Collaborated with product designers to establish visual language and UX strategy for the speaker system
- Conducted market research and competitor analysis with SurveyMonkey for product positioning of a new drawing pad line at ViewSonic Corporation
- Designed user experience and created a project proposal video for SwiftCat (food catering startup) using Illustrator, Photoshop, and After Effects to clearly communicate the business strategy

American Innovation Center

July - August 2017

Service Design Intern

Taipei, Taiwan

- Developed prototypes, service blueprints, and engagement strategies for community-centered learning initiatives
- Designed accessible community courses aligned with local needs, coordinating participant support
- Created user guides, video documentation, and media content to promote outreach
- Supported event production, exhibitions, and outreach, strengthening user accessibility and experience

Skills Product Strategy, Usability Testing, User Flows, Design Thinking, 3D Modeling, User Research, Visual Design, Rapid Prototyping, Wireframing

Tools Adobe CC (XD, InDesign, Illustrator, Photoshop, Lightroom, After Effects, Premiere Pro), Fusion 360, Solidworks, Rhino, Keyshot, Unity, Figma, Webflow, Arduino, HTML &CSS, C++

Select Project

Fluid Boundaries

- Designed an adaptive dining system for aging users and those with limited dexterity
- Collaborated with therapists, older adults, and CNC manufacturers to ensure ergonomic and manufacturable design
- Produced technical CAD drawings and physical prototypes with appropriate CMF for usability and safety
- Winner of the 2025 Golden Arc Design Award Platinum Prize and Functional Care Special Award

Education

Awards

School of the Art Institute of Chicago

May 2025

Master of Design in Designed Objects | Visionary Scholars Award Scholarship

Chicago, IL

Georgia Institute of Technology

May 2022

Bachelor of Science in Industrial Design

Atlanta, GA

Golden Arc Design Award 2025 - Fluid Boundaries

Platinum Prize in Medical & Healthcare Devices | Functional Care Special Award

International Design Awards 2024

Honorable Mention in Conceptual Products/Sports & Leisure

Georgia Tech School of Design Industry Award 2018

3rd Place

Mandarin - native, English - native Languages