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EDUCATION

Aalto University 09.2024 - 06.2026 (Expected)

New Media | Master of Arts

Jiangnan University 09.2020 - 06.2024

Digital Media Arts | Bachelor of Arts

INTERNSHIP EXPERIENCES

Shanghai Context Understanding Technology Co., Ltd

12.2024-Till Present

Interaction Designer (Intern) | Product Development Team

Participated in project: Al Companion Plush Toy

- Developing an Al-based Companion Pet from Scratch: Capable of Voice Interaction, Motion Interaction, and Emotional Simulation
- Responsible for market research, competitive analysis, product requirement documentation, functional requirement documentation, and liaising with engineers for requirement communication and optimization.

Tsinghua University for The Future Lab

03.2023-04.2024

3D artist (Intern) | The Design Futures Group

Participated in project: Al City 4.0 && New Space Theater

- Co-creation using Unity and Spatial to build a knowledge graph-centric, data and Al-based cloud-based learning centre on the theme of future Al city development.
- An exhibition of speculative devices designed with Arduino and Touch Designer, featuring the box as the central element.
- Browse the link (please click)

Atomic Visual Studio 11.2022-02.2023

3D artist (Intern) | FX Score Design Team

Participated in project: Fuzhou science and technology museum effect map production/ Sci-fi Dome Film (Hot Screening in Domestic Science and Technology Museum)

PROJECT EXPERIENCES

CREO Al Creativity Report 2.0 [Research and Analysis Report]

08.2023-Till Present

- Expert Interview & Conclusion Analysis
- Initiated as a member of CREO, analyzing the changes in the relationship between designers/users and AI and the development of AI creativity.
- Browse the link (please click)

Design Ford Motor Driving Service System (Special Population Care Design)

03.2023-04.2023

- HMI Design &Barrier Free Design &Service and User Experience Design
- Co-operate with 【Ford and Tongji University】, under the guidance of 【IKEA user researchers】, to improve the health detection system, in-vehicle voice system and seat design, and to care for the retired elderly in Chinese cities.

Analysis of the Impact of VR Inner Layer Height and Window View on User's Brain Awakening [Interactive Innovation Experiment]

07.2023-08.2023

- VR Experiment &Data Analysis
- Participate in the 【CONTEXT + INTELLIGENCE Workshop】 at the MIT Affective Computing Laboratory.
- In the experiment, the equipment of 【GSR and eye-tracking device】 used to collect users' physiological data, 【Think Aloud】 used to collect users' psychological responses for semantic analysis, and 【Emotional state detection scale】 to collect users' psychological data, and then use the collected data at the physiological, psychological and semantic levels to analyse users' brain arousal.

Interactive Device Against Sexual Harassment in the Office [Social Innovation Design]

04.2023-05.2023

- UNITY & Visual Design & Research & Analysis & Specification Development
- Participate in Zijin Award Chinese College Student Design Exhibition

AWARDS

Exhibition of works

- · Zijin Award Chinese College Student Design Exhibition
- · Professional Works Exhibition of Wuxi Canal Bund Art Museum

Competition

- ·2023 Milan Design Week China Design Exhibition [National Second Prize & National Third Prize]
- ·2023 Chinese Collegiate Computing Competition [National Second Prize]
- ·2023 ZIJIN AWARD COLLEGE STUDENT DESIGN EXHIBITION (NANJING)CHINA [Innovation Practice Work Award]
- ·2022 "Guoqing Cup" National College Art Competition [National First Prize]
- ·2023 HongKong Digital Art Design Competition [First Prize]
- ·2023 ICAD International ContemporaryYouth Art DesignCompetition [Silver Award]
- ·2023 International Frontier Innovation Design Competition [Silver Award]
- ·2023 Japan Concept Art Design Award [Bronze Award]
- ·2023 BRITAIN INTERNATIONAL CREATIVE COMPETITION [Bronze Award]
- ·2023 PREMIO ROCA Certificados de Premios [Bronze Award]
- ·2023 ORIENT DESIGN AWARD [Third Prize]

SKILLS

- ·Computer software: Figma, Blender, PS, Maya, Arduino, Touch Designer, Unity, Unreal Engine, CAD,
- ·Interests: Prototyping, UX, Research, Workshop, Phenomenology, Zen Buddhism
- ·Language: English, Chinese