

# Ilia Chang

Toronto, ON M5A 0X6

[changile010684@gmail.com](mailto:changile010684@gmail.com)

+16476120075

1. Innovative Product Designer with 4 years of experience in industrial design, digital product design, and web development.
2. Skilled in SolidWorks, Fusion 360, Rhino, KeyShot, and Adobe Creative Suite.
3. Proficient in modern 3D web technologies: JavaScript, React, Three.js, React Three Fiber.
4. Proven ability to take designs from concept to large-scale production, ensuring quality and manufacturability.
5. Holder of three patents in mechanical design, demonstrating innovation and technical expertise.
6. Beyond traditional product design: capable of creating immersive 3D web experiences, interactive digital showcases, and integrated physical-digital solutions.

## Personal Details

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**Highest Level of Education:** Bachelor's Degree

**Total years of experience:** 4

## Work Experience

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### Full Stack Web Developer

GoodCodeClub-Toronto, ON

April 2024 to Present

At GoodCode Club, I bridge design and engineering as a full-stack web developer specializing in the PERN stack (PostgreSQL, Express, React, Node.js). Beyond building robust e-commerce platforms, I craft immersive 3D web experiences with Three.js/React Three Fiber and extend ideas into mobile with React Native — delivering seamless, cross-platform digital solutions that engage users on every screen.

### Maker Lab Technician

George Brown College-Toronto, ON

September 2023 to May 2024

I operated, managed, and maintained FDM and SLA 3D printers as well as laser cutting machines in the Maker Lab. I also provided professional guidance to optimize 3D models, achieving lower printing costs, greater structural strength, and enhanced aesthetics.

### Industrial Designer

Modify Tech-Taoyuan City

August 2020 to March 2022

At Modify Tech, I designed airsoft products with a focus on ergonomic optimization to ensure usability, mechanical design to ensure manufacturability, and cost control. I led a full-cycle pistol project from initial research and CAD modeling through 3D printing, CNC prototyping, and cost evaluation — successfully bringing the design into mass production. The pistol was ultimately awarded three design patents and exported to North American and European markets.

## Education

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### **Interaction Design (College diploma)**

George Brown College-Toronto, ON

January 2023 to April 2025

### **Industrial Design (Bachelor's)**

National Taiwan University of Science and Technology-Taipei

January 2016 to January 2019

## Skills

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- JavaScript
- CNC laser cutting
- Three.js
- Bootstrap CSS
- Tailwind CSS
- User Interface (UI)
- Sketch
- User Experience (UX)
- Keyshot
- React
- Figma
- React Three Fiber
- Full-stack development
- Adobe InDesign
- CNC
- Wireframing
- Adobe Photoshop
- SolidWorks
- Manufacturing
- CAD
- Adobe Creative Suite
- Information Architecture
- Usability
- Visual Design
- Illustration
- 3D Printing

## Languages

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- Mandarin - Fluent
- English - Fluent

## Links

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<https://trinity-bice-one.vercel.app/>

<https://config-sandy.vercel.app/>

<https://iliachang.vercel.app/>

<https://mouse-henna.vercel.app/>

## Patents

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### **Structure of toy gun light-emitting device (#M631755)**

<https://tiponet.tipo.gov.tw/twpat1/twpatusr/00054/zip/dc.xml?1699689728>

March 2022

Inventor of a patented toy gun lighting device that simulates tracer effects, enhances ballistic visibility, and improves shooting performance.

### **Toy Gun Ballistic adjustment device (#M626103)**

<https://tiponet.tipo.gov.tw/twpat1/twpatusr/00054/zip/dc.xml?1874144268>

December 2021

Inventor of a patented ballistic adjustment device that stabilizes projectile trajectory, increases range, and improves shooting accuracy in airsoft products.

### **Toy Gun Trigger device structure (#M628501)**

<https://tiponet.tipo.gov.tw/twpat1/twpatusr/00054/zip/dc.xml?1384220755>

December 2021

Inventor of a patented firing mechanism that reduces trigger travel and enables fast, reliable actuation for toy guns.