

Yi Jing Ang

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Profile

A final-year Monash industrial designer with a STEAM background. I am interested in creating sustainable and relevant designs through the interdisciplinary practice of materials engineering, research and real-life observations. Then, translating these insights into reality through making.

Skills

Soft Skills	Open communication, Active listening, Collaborative problem solving, Effective time optimisation, Autonomous leadership
Design	3D CAD, Photography, Adobe + Affinity suite, Sketch, Presentation Make: dfab (3DP, laser cut) mould design electronics biomaterial (mycelium)
Self-Initiative	Research, Resourceful, Inquisitive questioning, Project management, Strategic thinking
Language	Native: English Mandarin Cantonese

Experience

Winery Production Assistant

Nov - Dec 2024

Scientific R&D SDN. BHD. | [Official Website](#)

Kuala Lumpur, Malaysia

One of the very few leading and experienced producers specialising in manufacturing alcoholic beverages in Malaysia.

- Assisted in a semi-automated production facility for the bottling, labelling and packing stages. Up to 5000+ bottles in a day.
- Supported the Production Department Lead in the cleaning and sterilisation of wine tanks post-bottling.
- Initiated an experimental investigation to work with lees, a waste collection of yeast precipitate resulting during fermentation, through the practice of soap making.

Research Support Assistant

Nov 2024

World Bicycle Project: A. Prof Robbie Napper, Tyrell (Chee Kwong) Siew @ Monash Mobility Design Lab

Melbourne, Australia

Research outcomes to inform the design envelope of bicycles in public spaces.

Please note: this is still an ongoing research project at the time of writing Feb 2025. Specific details may be omitted in writing but can be disclosed in discussion with a confidentiality agreement.

- Co-developed fieldwork protocol for site data collection and digital processing on Adobe Suite.

Project Officer: Industrial Designer

Mar 2024 - Current

MATT: Project losing-personal-items, Smart Bag | [Project Website](#)

Melbourne, Australia & Remote

In continuation of 2022-2023 Summer Research Scholarship with PhD Candidate Benjamin Phua and MATT.

Please note: this is still an ongoing research project at the time of writing Feb 2025. Specific details may be omitted in writing but can be disclosed in discussion with a confidentiality agreement.

- Created 2 new Smart Bag iterations; Open-Up Bag and Memo Bag.
- Integrated methods from visual inventory management, transformable fashion and modularity.
- Explored textile materials for a user-centred (economical and low effort) solution.
- Conducted user feedback sessions with lived experience individuals.
- Communicated and presented in design critiques remotely on Milanote, MSTEams and pin-up wall.

Generalist Industrial Designer

Aug - Sep 2024

Monash University Museum of Art: Ivan Cheng, NP exhibition | [Official Website](#)

Remote & Melbourne, Australia

NP is a performance exhibition by Ivan Cheng presenting in video and live, installed with USB on line-following robots and garments.

- Created 3 transparent PETG Universal Serial Bus (USB) sculpture with LED headlamps powered by CR2025 coin cells. All standing on top of Monash Sensilab's line-following robots via a 90cm tall aluminium rod.
- Optimised USB with approx. 0.9mm wall thickness to achieve a stable balance between weight, height and robot movement.
- Worked, presented and exchanged design decisions for feedback with remote stakeholders in writing across 2 weeks.

Research Assistant: designer with a focus on physical making

Jul - Oct 2024

Corpus Rhizoma: Dr Danica Karaicic, Dr Gyungju Chyon & Dr Indae Hwang @ Monash MADA

Melbourne, Australia

An installation aiming to reveal the entanglement of fungi with the world through the human body, mycelium and augmented reality.

Please note: this is still an ongoing research project at the time of writing Feb 2025. Specific details may be omitted in writing but can be disclosed in discussion with a confidentiality agreement.

- Developed 3 silicone moulds from 3D scanned body parts and produced 15 mycelium objects in 12 weeks.
- Experimented and co-developed a constrained 5-day mycelium growth schedule to achieve the desirable aesthetic appearance.
- Analysed 45+ exhibition venues in suitability and purpose for installation.

Tech Lead

Nov 2023 - Jul 2024

MATT

Melbourne, Australia

- Built the Tech Branch from ground with a team of 5 people for upskilling as a result of teamwide feedback evaluation.
- Secured a Piocreat G5Pro Pellet 3D Printer from Smart Manufacturing Lab, Monash Innovation Labs to drive forward Team's sustainability efforts.
- Coordinated and delivered 4 interactive workshops on design & hardware skills: 3D modelling, basics electronics, UI/UX and accessible design. Averaging 75% attendance, received positive feedback and external expression of interest for further support.
- Conducted teamwide induction(s) to equipment: Bambu Lab X1-Carbon and Epilog laser cutter, and advised on specific design decisions.

Accessibility Volunteer

Aug 2023

Melbourne International Film Festival | Official Website

Melbourne, Australia

The largest film festival in Australia and Southern hemisphere engaging with society through accessible and curated stories.

- Committed with the maximum no. of 10 shifts during the 3-week film festival season.
- Created welcoming atmosphere with fellow MIFF volleys and provided support in queue management, ticket scanning and ushering.
- Adapted to varying workflows at venues with different floor layouts and needs: ACMI, Swinburne Studio XR, Forum Theatre and Kino Cinema.

Project Coordinator: losing-personal-items, visual-clutter-simplification

Jul 2023 - Jul 2024

MATT

Melbourne, Australia

- Managed 2 out of 12 projects and developed the 'Project Coordination' workflow covering from project selection, recruitment to wrap-up.
- Managed projects' administration, led goal-setting discussions, delegated work to teammates' strengths and monitored milestone progression.
- Facilitated smooth, quick communication between projects' 3 key stakeholders: members, academic supervisor and committee branch leads

Co-Founder @ Monash Assistive Technology Team (MATT)

Apr 2023 - Jul 2024

Monash Assistive Technology Team | Official Website | Monash Official Website

Melbourne, Australia

Vision: create innovative technologies to enhance the lives of underserved communities.

- Started up 1 of the 6 IT Teams under the Monash Student Teams Initiatives with 2 co-founders.
- Pitched the team and our project merits to potential talents during the bi-semester Monash IT Fair since 2023.
- Grew from a team of 3 to 70+ in 1.5 years and guided all branches (operations, hr, marketing, outreach) as the interim Team Lead for 3 months.
- Developed process workflows with colleagues: non-exhaustive from communication policy, operational inventory to events planning.

Generalist

Summer 2022 - 2023

Summer Research Scholarship Program @ Monash Inclusive Technologies Lab

Melbourne, Australia

Investigating Technologies to Reduce the Loss of Personal Items by Neuro-Divergent University Student Who Regularly Lose Things with PhD Candidate Benjamin Phua and Dr Reuben Kirkham.

- Worked alongside 7 scholars to create and prototype 3 solutions for 8 weeks.
- Analysed collected user interview insights and visualised data through methods like user persona and body mapping on Miro.
- Smart Bag: ideated through design sprints and iterated with integrated electronics. Creations: magnetic key clasp and microswitch pen holder.
- Education: created and edited well-researched content and complementary visual graphics.

FreeREG Project Transcriber

Jan - Dec 2022

Free UK Genealogy | Official Website

Remote

A CIO (Charitable Incorporated Organisation) that supports the development of Open Source tools to aid community transcription of historical documents.

- Transcribed consistently for 30 mins daily on WinREG, a system dedicated to record transcription.
- Improved workflow efficiency from 3 to 6.5 image files within 1 month.
- Asynchronous communication with county coordinator for enquiries, task delegation and completion.

Events Team Member

Apr 2022 - Feb 2023

MSDT

Remote & Melbourne, Australia

- Initiated a collaborative school outreach project "Sustainable Structures SS" with Monash EWB (Engineers Without Borders Australia).
- Coordinated cross-division and cross-team logistics to create a 60-90 min workshop and runsheet.

SS Brief:

Construct a sustainable house that maximises interior natural lighting using LEGO and 3D custom-printed pieces. The workshop intends to expose the students to the concept of passive lighting (Passive Design Principle) and build suitably to room functionality, constraints and budget.

- Delivered 10 SS workshops during the 16-17 Jan 2023 ENGage ENGINEER Event by Robogals Monash for over 100 Year 9-10 students. See LinkedIn for prototype examples.

Team Secretary

Aug 2021 - Feb 2023

MSDT

Remote & Melbourne, Australia

- Initiated with my administrative colleagues to improve the team's file management system for effective organisational flow.
- Liaised with 11 other Upper Management members to prompt teamwide information transfer.
- Coordinated fortnightly teamwide meetings, time-sensitive email announcements, and workspace booking with Monash Venue Services.
- Documented administrative responsibilities and workflow.

BCH Humming Home Narrative Team Lead

Aug 2021 - Apr 2022

Monash Solar Decathlon Team (MSDT, rebranded: Monash Sustainable Buildings) | Official Website

Remote

A multidisciplinary student team passionate about driving net-zero buildings forward. Designs are created and submitted to compete in the annual Solar Decathlon Challenges (Build and Design) hosted by the US Department of Energy.

- Oversaw 2/10 Solar Decathlon contests – Market Analysis and Presentation – for BCH Humming Home. See Project Website here.
- Chaired weekly hybrid meeting, liaise with other group leads for collaborative work arrangements.
- Led Humming Home's branding process with Small and Co, a creative agency specialised in property development branding and marketing.
- Produced and edited an AR walkthrough of Humming Home, watch here.

Founder

Jun 2021 - Apr 2023

Voice In | Official Website | Socials

Remote team

Vision: to build a community, leading in actualising individuals' potential, and for them to inspire those close-by.

- Worked closely with dear Szilvi Cseke to create co-design cultural probe and branding campaign.

Flipbook Animator

Apr - Dec 2020

Flip Ink. | Official Website

Kuala Lumpur, Malaysia

A self-initiated project to storytelling through flipbook animation.

Self-taught animator working with traditionally illustrated flipbooks.

- All animations delivered in less than 1 minute and achieved 33.6 watch hours at project closure.
- First attempt "Innovation of Transport" showcased in a whole school assembly of at least 1000 audience.
- "Trapped" reached a record of 1,250 views within 10 days.

Education

Bachelor of Industrial Design

Feb 2023 - Current

Monash University

Melbourne, Australia

GPA 3.65 | WAM 82.38

- Co-Founder of Monash Assistive Technology Team | current role: project officer | past role: tech lead, project coordinator
- Completed Units: COL1001, AHT1101, DWG1201 | IDN1002, IDN 2001 | TDN1002, TDN2001 | IDN2811, IDN2033

Bachelor of Engineering (Honours) and Arts | Transferred

Feb 2021 - Feb 2023

Monash University

Malaysia - Melbourne, Australia

GPA 3.67 | WAM 82.53

- 2021 Faculty of Engineering Dean's Honour List
- Faculty of Engineering International Undergraduate Excellence Scholarship
- Summer Vacation Research Scholarship
- Monash Solar Decathlon Team | role: Solar Decathlon Build Challenge Humming Home narrative lead, team admin, events member
- EID Committee of the Department of Chemical and Biological Engineering

A Levels: 5A* Distinction

- Overall Outstanding Student of the Year 2015, 2017, 2019, 2020
- AIMS Young Musician of the Year 2019 - Small Ensemble | Article
- UKMT Mathematical Challenge Silver 2014 Junior, 2018 Intermediate, 2019 Senior
- The ISP Scholarship Programme 2018

Interests

Music How I relax by playing and training.

Writing How I distill thoughts by word-organising.

Fitness How I take-a-break-cognitively by moving.

Efficiency How I get-things-done by improving.

Research How I approach life by understanding.

Experimental Cooking How I unleash creativity by sensing.