

ABOUT ME

Recent master graduate looking for the next challenge to learn and grow. As a designer/researcher, I am passionate about envisioning, investigating, and creating better user experiences with/for emerging technology. In general, I am a team player with a highly hands on approach, believer/practitioner of user-centered mindset (it is always about the people!), and a good communicator with good interpersonal skills. From my next job, I want to find a role that matches with my creativity , and grow to become a valuable member of the team.



EDUCATION

Industrial Design, MSc

Eindhoven University of Technology

2020-2022

Specialized in Research and Development Track. Worked together with Philips, Valtech, VanBerlo, Essent, and PhD Researchers on various projects. Conducted design & design research in the following fields: Home IoT System, Tangible and Embodied Interaction, Data-enabled Design, and Speculative Design.

Industrial Design, Premaster

Eindhoven University of Technology

2019-2020

This half-year program is designed to bridge the gap between academic study and practical study. Core Developments: programming, academic reading & writing, quantitative data analysis, user-centered design theory.

Design, BA

Design Academy Eindhoven

2013-2019

Leading design institution famous for its innovative, practical approach in education. Graduated from the Public & Private Department. Graduation projects focused on how furniture can impact people's relationship with their home spaces. Core Developments: prototyping, design ideation, design aesthetic, field study, creative research, critical design thinking.

SKILLS

Physical & Digital Prototyping

Creative Research

UX Design/Research

Visual Communication

Future design

User Research

Design Thinking

Data-enabled Design

LANGUAGES

Dutch (Conversational)

English (Fluent)

Chinese (Native)

TOOLKIT

Adobe Creative Suite

Figma

Rhinoceros

Keyshot

Processing

Arduino

MS Office

EXPERIENCE

M-council

Represent master students in the study council (part-time)

Oct. 2021 - Jan. 2022

Proposed and responsible for the topic: how can the department help students to find clients for their final master project. Collected thoughts from peer students through interviews. Formulated initial action points on this topic with other fellow council members.



GLOW 2021

User Experience Designer for student project LiDAR (part-time)

May. 2021 - Nov. 2021

Responsible for designing and testing people's interaction with the installation. Created an interactive installation that showed people how LiDAR technology works. Learned how to collaborate and communicate with other students from Computer Science background.

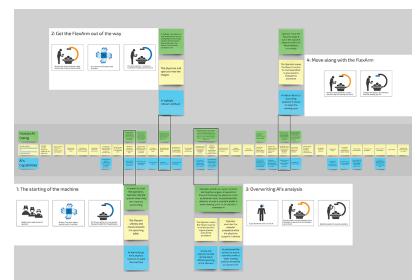


Montblanc, Roermond

VIP Sales Associate (part-time)

Jul. 2020 - Jun. 2021

Learned to understand customer's need and build a relationship through conversation.

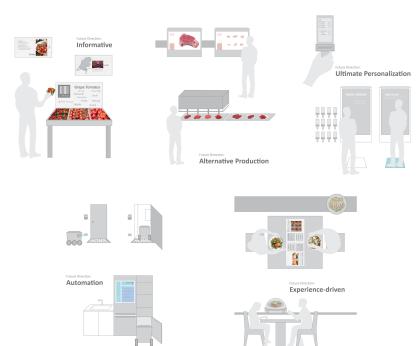


FZDP Design Studio

Retail design intern (full-time)

Sep. 2017 - Feb. 2018

Responsible for the design, manufacturing and assembling of a project committed by Timing. Prototyped feasible design that could be mass produced by the manufacturer in China. Created assembling instruction for workers in the Netherlands. Oversaw and guided the assembly on site.



Tutoring

English tutoring (part-time)

Oct. 2016 - Jan. 2017

Private lessons for high school students and adults.