

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.

EDUCATION

Industrial Design, MSc

Eindhoven University of Technology

Completion: 2022

Industrial Design, Premaster

Eindhoven University of Technology

Completion: 2020

Design, BA

Design Academy Eindhoven

Completion: 2019

SKILL

Physical & Digital prototyping

Creative research

Future design

User research

User-centered design

Data enabled design

Dutch (B1-B2)

Chinese (Native)

TOOLKIT

Adobe Creative Suite

Figma

Rhinoceros

Processing

Arduino

MS Office