

Interaction designer/prototyper passionate about blending technology and art to create innovative design experiences. She tries to add a little sparkling and delight while solving real-world issues.

WORK EXPERIENCE

BMW Group 2025

User Experience Intern

Design in-car central display interfaces, focusing on interaction flows, visual hierarchy, and driver/passenger usability; Conduct competitive benchmarking and synthesized insights into design strategies to inform product direction.

Volvo Cars 2025

User Experience Intern

Responsible for designing and refining the DIM to ensure clarity, usability, and seamless information delivery; optimizing information hierarchy and interaction logic;

Cyclone Robotics 2022 - 2023

Interaction Design Intern

Responsible for interface design of the core products, and the whole process from design strategy to execution; assisted in usability test and information architecture;

HOTO Tools 2022

Industrial Design Intern

Participated in the preliminary preparation work of product design such as benchmark, persona, user scenario. Also creating design and exhibition concepts;

Fablab O 2021

Teaching Assistant

Responsible for stool structure course and physical prototyping, tutoring students with design concepts, iterations and optimizing feasibility plan;

EDUCATION

Umeå Institute of Design 2023 - 2026

MFA Interaction Design

Tongji University 2019 - 2023

B.Eng. Industrial Design

Freshman scholarship; College third class scholarship; GPA 89.7/100;

AWARDS & EXHIBITS

Core 77 Design Awards	student runner up
UN International Student Conference on Sustainabi	lity first prize
British Ecology Design	silver award
D&I GAC In-Curation Camp	first prize
Shanghai Think Youth Competition Arts Module	first prize
Thingscon Exhibition 'Generative things'	2024
World's Design Capital Conference	2022
Surrounding Tongji Design Week	2021
Yuz Art Festival	2021

SKILLS

User Experience Physical prototyping Interactive new media

Figma, P5, Arduino, Laser - cutting, 3D printing, Creative Cloud, Rhino, Cinema4D, Spline;

CONTACT

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