

LUCILLE WANG

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PROFESSIONAL SUMMARY

Design strategist blending human-centered thinking and research-driven creativity to design innovative user experiences. With a multidisciplinary background in design, business, and technology, I guide projects from identifying customer pain points and journey mapping through concept development, prototyping, and implementation—delivering evidence-based solutions that align customer needs with business objectives and drive future-ready outcomes.

CAD/BIM Software: Revit, Rhino, AutoCAD, Sketchup, Fusion 360, Blender, Grasshopper

Render Software: Enscape, Twinmotion, V-Ray, 3ds Max, Lumion, D5 Render

Design Software: Figma, Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Adobe Premiere Pro, Adobe Lightroom, Excel/Numbers/Sheets, Bluebeam, PowerPoint/Keynote/Slides, Power BI, Adobe Creative Suite, Outlook, Mural, Miro

Fabrication Skills: Laser Cut, CNC Machine, Woodwork (Table Saw, Drill Press, Sander), 3D Print, Arduino, Hand Sketch and Render

EDUCATION

Cornell University

Bachelor's, Design and Environmental Analysis; Minor in Business

August 2022 - May 2026

GPA: 3.72

PROFESSIONAL EXPERIENCE

HDR

Interior Design Intern

Tampa, FL, USA

June 2025 - August 2025

- Developed strategic framework for spatial function and brand identity in a 150,000+ sq ft workplace with user research insights
- Strengthened user experience and branding for Miami-Dade Water by conceptualizing 20+ interior themes and 50+ color palettes
- Advanced content creation by designing 50+ concept diagrams and 30+ visual strategy boards using Illustrator and Photoshop
- Designed 35+ Revit layouts and Enscape renderings as prototypes, enhancing spatial planning strategies through iterative testing
- Improved project coordination with Excel tracker for 40+ FF&E items and collaborating via Bluebeam on 200+ documentation
- Collaborated across 5+ multidisciplinary teams to ensure spatial intent translated effectively from concept to on-site execution
- Elevated project outcomes by using Miro and Mural to visually convey user flow, color narrative, and spatial logic during reviews
- Streamlined project execution by finalizing 25+ material specifications, finish selections for Orlando Health Bayfront Hospital
- Analyzed cross-team workflows by conduct site visits to healthcare facility with 10+ architecture and construction professionals

Haworth

Workplace Design and Research Intern

Holland, MI, USA

June 2024 - August 2024

- Conducted market analysis of 200+ workplace and acoustic designs to identify industry gaps and enhance user experience
- Developed 150+ 2D sketches and 3D models for workplace layouts using rapid prototyping to have 15% increase in efficiency
- Conducted product tours for 50+ clients, present prototypes, gathered user feedback and ideas to improve product features
- Analyzed preferences of 15+ neurodiverse to promote inclusive workplace lighting, noise and temperature for individuals
- Assessed Gen Z workplace expectations to ensure alignment with hybrid work models and emerging preferences
- Interviewed 5+ employees on the impact of unassigned workstation on belonging, develop strategies for hybrid workspaces

Digital Design and Fabrication Studio

Design Assistant

Ithaca, NY, USA

September 2023 - February 2024

- Modeled 3D printed clay for façade system with 1000+ visitors with International Interior Design Association educator
- Mentored 20+ designers to CAD and build physical model for Cornell Fashion Collective's annual show with 4800+ audience
- Utilized Revit, Rhino and Adobe Illustrator to guide 200+ students ideate, draw, and create physical models
- Experimented with laser cutter to find optimal power, speed and frequency setting for 50+ materials from balsa to fabric
- Performed weekly maintenance and cleaning on laser cutter and bed leveling for 3D printers to reduce unplanned repairs

Jenny Sabin Lab

Research Associate

Ithaca, NY, USA

February 2023 - October 2023

- Utilized hand rendering techniques to create 150+ technical drawing for weekly concept pin-ups and usability analysis
- Developed 50+ graphic presentations, BIM 3D renderings and CAD computation model at 40+ weekly meetings
- Built 30+ physical and presentation models of customized triangle solar panels with circuit wiring and soldering
- 3D printed ceramic tile with DNA hydrogel using Grasshopper computation and resulted 15%+ improve in tile durability