SIXUE CHENG

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EDUCATION

Beijing University of Technology (BJUT), College of Architecture and Urban Planning

09/2014-07/2018

- Major in Industrial Design, Candidate for Bachelor of Arts in June 2018; GPA: 3.42/4.0
- TOEFL: R+L+S+W; Sitting for Exam:
- GRE: V+Q+AW; Sitting for Exam:

ACADEMIC RESEARCH

Research on Brand Marketing -A Case Study of VANS -Individual Work

04/2017-06/2017

- Did ample literature reviews on Vans and conducted Vans-brand analysis and sports-brand benchmark analysis
- Collected customer preferences data based on interviewing and questionnaire survey, and conducted analysis; analyzed
 Vans visual identity from its logo, Vans-related products and official website design
- Delivered findings and results to professors and students in class

A Study on the Cultural Industry Marketing in the Yangtze River Delta - Group Member

06/2016-07/2016

- Conducted field research into local traditional artworks, including lacquer ware factory, heritage towns, museums and other design institutions; attended lecture series introducing traditional artworks' design and production, and wrote reports
- Studied local lifestyle and learned local architectural forms and constructions; completed a 25-page research essay

INTERNSHIPS

Beijing Institute of Architectural Design (BIAD) -Assistant in Ma Guoxin Studio

07/2016-08/2016

- Attended training sessions and learned BIAD history, rules and regulations, and architectural projects procedures
- Involved in "Shenyang Zhuozhan Shopping Mall Reconstruction" project, and researched into the research background by reading relevant documents; assisted with the interior environmental design
- Supported studio design-related work, such as modeling, drawing via CAD and Rhino

Tsinghua University Press (TUP) –Intern Designer in Children Department

01/2016

- Processed pictures with Adobe Photoshop and helped design book covers
- Handled administrative assignments: documents management, telephone communication and e-mail correspondence

DESIGN-RELATED EXPERIENCES

BJUT Space Design Contest – *Group Leader (Group of Three)*

02/2017-04/2017

- Coordinated the group work, scheduling, assigning tasks, seeking information and organizing discussions and brainstorms
- Proposed a concept of designing a LOFT Apartment for youth to convey the lifestyle of pioneer and fashion
- Engaged in modeling and designing

A Study of Imperial Palace Wall Relics Park – Group Leader (Group of Five)

03/2017-04/2017

- Led the group conducted field investigation and finished the data analysis
- Designed public woody chairs for Imperial Palace Wall Relics Park, which awarded the 2nd prize in Designing and the Favorite Design respectively for the Imperial Palace Culture Festival & Design Contest

Creativity and Transformation of Xuxian App (A fruit-selling APP) – *Group Leader (Group of Three)*

10/2016-01/2017

- Studied the high energy-consuming designs and green designs
- Visited retailed stores for fresh-food industry research and wrote reports based on field research and questionnaire data
- Designed offline shops and self-help cabinets which took costs, distance and shop image into considerations
- Played a key role in designing, modeling and writing reports

Traditional European & African Designs – Group Member (Group of Four)

09/2016

- Took an active part in researching and literature reviews, and presented researching findings in seminars
- Played a key role in designing, modeling and photographing
- Completed cooperative chair designs, which used cultural elements of masks and Nocker red statue in African chairs, and plants morphology in European designs

VOLUNTEER ACTIVITY & SOCIAL PRACTICE

Bali Island, Indonesia -Volunteer teacher

07/2016

Taught students English by planning interesting activities

Painting from life, Laoshan, Qingdao

07/2015

Participated into activity planning and organizing

COMPUTER SKILLS & INTERESTS

- Computer Skills
- Interests: