

INDUSTRIAL DESIGNER/ MATERIAL DESIGNER/ XR ARTIST/ 3D DESIGNER

Adobe Suite,
Blender,
Rhino,
Keyshot,
Unity,
Meta Spark Studio,
Figma,
Procreate,
Nomad

Jade(XRD),
Origin, ChemDrew,
Material Studio(SEM)

WORK EXPERIENCE

XOSMO

Shanghai, China

3D Designer (AR Direction)

Jan 2024 -

Responsible for AR and CG compositing project production, participating in modeling and rendering to promote the creative application of XR.

Chinese Culture Center

San Francisco, U.S.A.

Program Intern

Nov 2023 -

Collaborated with the Director of Galleries and Programs by produce bilingual programmatic and exhibition materials. Managed and designed website and social media.

Xiaomi Corporation

Beijing, China

Design Project Intern

Jul 2020 - Sep 2020

Conducted desktop research and user research. Used prototype, hand-painting to explore the shape and construction of a baby diaper monitor device.

Zhejiang Haina Semiconductor Co.

Zhejiang, China

Design Workshop Intern

May 2020 - Jul 2020

Investigated machine arm corrosion in 10-inch monocrystalline silicon preparation, collected basic experimental data and proposed potential problem directions

EDUCATION

MFA, Industrial Design

California College of the Arts
2021-

BS, Material Science and Engineering

Zhejiang University of Technology
2017-2021

RESEARCH EXPERIENCE

Preparation and Accelerating Life Testing of Ru/Ta Oxide Anode with TNTs Interlayer

Study on the Treatment of Nitrogen Oxide Waste by Photocatalytic Oxidation

A Method for Preparing Foamed Copper Oxide/TNTs Photoelectric Composite Material