

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

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

English,
Mandarin

WORK

OUT Museum
San Francisco, CA

Visual Designer

Aug 2024 -

Led branding and visual identity for a nonprofit and its experimental museum, designing exhibition and event visuals tailored to Chinatown's community, ensuring an engaging, accessible, and long-term brand presence.

Chinese Culture Center
San Francisco, CA

Project Associate

Dec 2023 -

Developed and executed festival and artist residency programs in Chinatown, integrating branding with event design to highlight cultural significance while maintaining CCC's visual identity.

XOSMO
Shanghai, China/ Remote

3D Designer (AR Direction)

Jan 2024 - April 2024

Participated in four AR and CG compositing ad campaigns, leading script design and modeling to enhance XR storytelling, immersive branding, and creative content development.

Xiaomi Corporation
Beijing, China

Design Project Intern

Jul 2020 - Sep 2020

Conducted desktop and user research, utilizing prototyping and hand-drawn sketches to explore form and construction, shaping the visual and functional design of a baby diaper monitor device.

EXHIBITIONS

- 2025 Creative Citizens Series Spring, 'Non-Residency Alien Box'
- 2025 Roots Division, 'Physical Care'
- 2024 RAD's, Asian Art Museum, 'Dao Ma Dan in Lesbos'
- 2024 Women in Design x SFDW, 'Peach Blossom Spring'
- 2024 PLAYSspace, 'Peach Blossom Spring'

COMMISSIONS

- 2024 Hungry Ghost Festival, Chinese Culture Center
- 2024 Hallyu! Afterglow, Asian Art Museum
- 2023 Coca-Cola China, XiaohongshuREDesign

EDUCATION

MFA Design

California College of the Arts
San Francisco, CA

BS, Material Science and Engineering

Zhejiang University of Technology
Hangzhou, China