

EDUCATION

New York University

Major: Integrated Design & Media

New York, NY

Expected Graduation: May 2027

Coursework: Ideation & Prototyping, Drawing for Designers & Engineers, Fabrication Studio, Hybrid Visual identity, etc. Completed a semester in Florence, attending the Gallatin Fashion Program. GPA: 3.87/4.

University of Washington

Major: Human Centered Design & Engineering | Dean's List, Winter & Spring 2023

Seattle, WA

Sep 2022–Jun 2023

Involved in INDEX Seattle, a student-run club, produced designs for its annual Freshmen's handbook and WeChat publications as a member of its creative department.

SELECTED PROJECTS

Ombro — Adjustable Umbrella

- Designed an ergonomic umbrella handle concept based on grip research, hand posture analysis, CAD modeling, and iterative prototyping.
- Explored adjustable handle angles to accommodate varied wrist, forearm, and shoulder positions during umbrella use.

scense — Brand Identity System

- Developed a visual identity system for an olfactory-first social club concept, including logo usage, typography hierarchy, color palette, and brand guidelines.
- Created brand mockups and social touchpoints translating fragrance culture into a community-driven lifestyle experience.

Liminal Objects — Personal Brand Exploration

- Built an early-stage lifestyle brand concept around sensory objects, combining naming, moodboarding, AI-generated imagery, product form exploration, and Rhino-rendered visuals.
- Explored how physical objects can communicate ambiguity, memory, and emotional atmosphere through form and material cues.

EXPERIENCE

Microsoft Research Asia Intern - Social Computing Group

Aug–Dec 2024

- Produced promotional videos and visual communication assets for Value Compass, an AI values research project.
- Designed website visuals and presentation materials for research initiatives in Societal AI.
- Presented Value Compass at the annual Technical Advisory Board Meeting and other internal events.
- Led a tour for 30+ Tsinghua students, coordinating guest speaker sessions and facilitating a career Q&A.

X ACADEMY Student (2023), Staff (2024)

Jul 2023–Aug 2024

- Studied Human-Computer Interaction and Industrial Design through a project-based summer program.
- Completed a collaborative capstone project applying HCI, product design, and prototyping methods.
- Planned and hosted house events as 2024 House Lead, improving student experience and community engagement.
- Assisted with communication materials to strengthen X ACADEMY's visual identity and brand image.

HiDream.ai Design Intern

Jul 2023

- Developed the company website's design, iterating through different versions and implementing features as requested.
- Participated in merchandise packaging design using Adobe Illustrator, facilitating customer relations.

The Future Laboratory, Tsinghua University Product Designer, Intern

Jun 2020–Feb 2021, Jul 2024

- Ideated and modeled original footwear concepts in Rhinoceros, developing form studies from sketch to 3D model.
- Produced a proof-of-concept 3D-printed sample under the guidance of Prof. Yingqing Xu.
- Co-led a 5-day Embodied Media Design workshop, supporting organization, facilitation, and participant experience.

SKILLS

Design: Product Design, Brand Identity, Visual Communication, User Research, Prototyping, Design Systems, Storytelling

Tools: Figma, Rhino, Adobe Illustrator, Photoshop, InDesign, Premiere Pro, Adobe XD, ProtoPie, Twinmotion

Technical: HTML/CSS, basic JavaScript, basic Java

Languages: English, Mandarin