

EDUCATION

PhD, Digital Media, Georgia Institute of Technology

Focus: Wearables, Embodiment, HCI

Atlanta, GA

08/2025 - present

MFA, Media Design Practices, ArtCenter College of Design

Focus: Wearables, Embedded Programming, Physical Interaction, Speculative Design

Pasadena, CA

09/2021 - 04/2023

BA, Product Design, Jiangnan University

Focus: Industrial Design, Physical Interaction, Embedded Programming

Wuxi, China

09/2015 - 06/2019

HONORS & AWARDS

Student Runner Up, Speculative Design Award

Stimulation Sleeve

Core77 Design Awards 2024

06/2024

Student Notable, Toys & Play Award

Pinball Racing

Core77 Design Awards 2024

06/2024

Graduate Fellowship, ArtCenter College of Design

Focus: Game Design + Tangible Media

05/2023 - 08/2023

ArtCenter Honors

ArtCenter College of Design, Pasadena, CA

04/2023

PROFESSIONAL EXPERIENCE

Deepe Health LLC.

Product Designer

06/2024 - 05/2025

- Design web pages and posters to promote online shopping experience. Responsible for branding design.

American Anthropological Association

Postgraduate Design Assistant

10/2023 - 10/2024

Graduate Assistant

03/2022 - 04/2023

Supervisor: Elizabeth Chin

- Facilitate the preliminary review process for submitted academic articles, assist editors in validation and assessment of the submissions, track action items for submission reviews.
- Handle email communications between AAA and reviewers / authors.
- Design covers for the AAA journal, contributing to its visual identity and highlight key articles in the edition, create illustrations and diagrams according to authors' requirements to supplement articles.
- Interview editors about article publication process to optimize the workflow, combine and analyze the result.
- Rebuilt a review tracking system for Special Section articles.

Vivo Mobile Communication Co., Ltd

User Experience Designer

07/2019 - 05/2020

- Restructured wireframes and optimized visual elements to improve B2C global online shopping and web browser user accessibility and experience on both app and web pages.
- Analyzed user usage reports and data to improve display of information. Participated in the requirements building process of the product manager and proposed innovative UX solutions.
- Used After Effect to explore more possibilities in app interaction. Updated the animation effect of search bar on home page of the Vivo browser. Re-designed the animation to improve the fluency in using the app.
- Created a mini online game that serves the business goal of quickly consuming user points in the form of lottery and dividend on Vivo Points Center. Created the proposal, designed the UX and followed up with development process.

LKKER Technology Company

Design Assistant

01/2019

- Spearheaded the development of prototype designs for cutting-edge medical devices, leveraging a combination of sketches, Rhino, and Keyshot.
- Meticulously examined and formulated design blueprints for various iterations of products, ensuring a thorough exploration of design possibilities.
- Pioneered user research efforts encompassing qualitative interviews, virtual chats, and live demo, gaining deep insights into user needs and preferences.
- Collaborated closely with technical structural teams, furnishing them with precise instructions to assess the production feasibility, fostering seamless communication and support throughout the development process.

Wuxi ShiDe Medical Health Co., LTD

Founder, director of design

08/2016 - 04/2019

- Led a team with members from design, engineer, medical and business backgrounds.
- Provided a non-traditional pre-hospital first aid equipment and services for people with non-medical background. Included the design of a set of first-aid products, service and mobile app.
- Participated in 8+ entrepreneurial competitions, entered national competition as 1st place in Jiangsu Province.
- Earned working space for the team, presented the project to investors and sought to land the project. Facilitated Jiangnan University to improve the campus emergency system.
- Owns two national utility model patents.

RESEARCH & PROJECT

Stimulation Sleeve - Thesis Project, individual research

04/2022 - 04/2023

ArtCenter College of Design

Advisor: Elise Co

- Discussed and experimented on human “ghost zones” – situations where people lose control over their bodies.
- Inspired by Gayle Rubin’s theory of “benign sexual variation” (Rubin G S., Thinking sex, 2002), convince people that there is no standard definition for the uncontrolled state.
- Designed a wearable device using embedded system, programmed to give repetitive stimulation to the sensory nerves and muscles along with loud ticking sounds as indicator of such stimulation, in order to induce an experience of uncontrolled state on the users.

PATENTS

National Utility model patents, Cardiopulmonary Resuscitation (CPR) Auxiliary Device

05/2019

Jiangnan University, Wuxi, China

Advisor: Weiwei Feng

National Utility model patents, Automated External Defibrillator (AED) Auxiliary Device

05/2019

Jiangnan University, Wuxi, China

Advisor: Weiwei Feng

SKILLS

Prototyping - Arduino, Python, Sewing

Manufacturing - Laser cutting, 3D printing, Wood working, Soldering

3D - Rhino, Keyshot, Blender, Unity, ZBrush, Maya

2D - Adobe Photoshop, Illustrator, After Effects, TouchDesigner, Figma, Sketch, Procreate