

# Haoyang Wang

Product Designer

<https://www.haoyangdesign.net/>

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## Education

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### ArtCenter College of Design

Graduate with honor(GPA above 3.5)

Bachelor of Science, Product Design

Pasadena, CA USA

Graduation in 2023 fall

### Fuzhou University

Bachelor of Engineering, Electrical engineering and automation

Fuzhou, China

Graduation in 2019 fall

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## Work History/Sponsored Project

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### Industrial Designer Intern|Jan 2024-Present

#### INDUSTRY GLOBAL

Contribution to the 3D team involves bringing creativity to life through ideation, modeling, and rendering.

Moreover, active participation in defining brand images and identifying opportunities with the potential to shift culture is part of my role.

### Student Ambassador|Jul 2023-Present

#### Gravity Sketch

Collaborating with Gravity Sketch involves providing feedback and beta testing for software improvements.

Seamless integration into the design workflow is demonstrated in the process.

### Teacher Assistant| Sep 23 - Dec 23

#### ArtCenter College of Design

Worked with students to reinforce learning concept, provide visual critique on their works, and give guidance for research, 3D modeling and rendering. Supported course instruction by grading assignments, and holding one-on-one office hours.

### President of the FutureX Club| Sep 23 - Dec 23

#### ArtCenter College of Design

As President of FutureX, responsibilities include sharing design and tech insights, organizing panels with designers from prominent companies, and promoting future-focused education and networking.

### Samsung Sponsored Project |Sep 2023-Dec 2023

#### ArtCenter College of Design

In the Samsung program, the role includes being selected to lead the shift from tech-centric to lifestyle-oriented smartwatch design, defining product strategy, and innovating for Samsung wearables.

### Lululemon Sponsored Project|Apr 23 - Aug 23

#### ArtCenter College of Design

In this project, eco-friendly footwear and packaging for lululemon were designed. Sustainability opportunities were explored through Life Cycle Assessment (LCA) with digital tools, resulting in various deliverables such as products, films, packaging, graphics, and CMF considerations.

### RoyalCaribbean Sponsored Project| Jan 23 - Apr 23

#### ArtCenter College of Design

We designed entire cruise ship neighborhoods, including dining, entertainment, and relaxation areas. We used Rhino for modeling architecturally-themed spaces and Unreal Engine for real-time rendering to create irresistible cruise ship environments.

### NFL ALUMNI Sponsored Project | Sep 22 - Dec 22

#### ArtCenter College of Design

We have invented a new MR football gaming system to recreate and rediscover the joy of playing football and fill the void created by the sudden transition from being an active player to a retired one. We have explored futuristic methods of interaction, graphic design, visualization, and storytelling.

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## Skills

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### Technical Skills

Solidworks, KeyShot, Unreal Engine, Gravity Sketch, CLO, PS, AI, Figma, Rhino, Substance

### Language

English  
Mandarin

### Design

Story telling  
Visual communication  
User interview  
Prototyping  
Making mock-up  
Research

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