

Education	The Glasgow School of Art — MDes Design Innovation & Transformation Design Sep 2025 – Sep 2026 Design research, service design, systems thinking, participatory methods	
	Zhejiang Sci-Tech University — BA Product Design Sep 2021 – Jun 2025	
Projects	Follow the Cairns — Team Lead, Service Designer GSA x The Burrell Collection · Feb 2026 – May 2026 Reframed the partner's brief from cutting car journeys to helping visitors feel confident leaving the park after dark in winter, leading a team of five through 5 partner interviews and site observation. Designed a multi-touchpoint wayfinding service, then developed it into a product family modelled in Blender.	
	Draw the Line — Designer-Researcher The Glasgow School of Art · Jun 2026 – Aug 2026 · MDes graduation project Researched how creative practitioners negotiate consent and responsibility in AI-mediated reuse through 5 interviews (3 practitioners, 2 copyright experts) and a system map. Designed two bilingual tools, iterated across test rounds, and built the web prototypes with Figma, Codex and Claude Code.	
	NOVA — UX Designer Independent project · Apr 2024 – Sep 2024 Researched school-home communication through about 30 questionnaires and 4 interviews, finding distinct needs for teachers, parents and pupils. Designed a multi-sided product, from information architecture to an interactive Figma prototype.	
	Resonance — Product & Service Designer Zhejiang Sci-Tech University · Feb 2025 – May 2025 · BA graduation project Designed a music-learning service for schools without instruments or specialist teachers, linking tangible modules, a classroom flow and digital touchpoints in a service blueprint. Delivered a working Arduino prototype and a related patent application accepted by CNIPA, on which I am named.	
Experience	Ronghua Cup — Student Team Lead University-industry furniture design competition · May 2024 – Jul 2024 Linked the sponsor and the university; designed and edited the promotional videos and documentary.	
	Ningbo Beyond Home Technology Co., Ltd. — R&D Design Intern Jun 2022 – Jul 2022 · Ningbo, China Took part in market research and competitor analysis for the design department.	
	2022 Graduation Exhibition — Curation & Promotion Support Zhejiang Sci-Tech University · May 2022 Helped curate the exhibition; produced its promotional film and posters.	
Skills	AI workflows	Claude Code, Codex, Midjourney, Seedance — set up agentic workflows with project rules, reusable skills and human review checkpoints for research, prototyping, design-to-code and video
	Design	Figma, Blender, Rhino, KeyShot, Photoshop, Illustrator
	Visual & film	Premiere Pro, DaVinci Resolve, Final Cut Pro
	Methods	information architecture, interaction flows, service blueprints, journey and experience mapping, design ethnography, systems mapping, stakeholder mapping, workshop design, Three Horizons, Theory of Change
	Languages	Mandarin Chinese (native), English