Shixun Chen

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EDUCATION

ArtCenter College of Design
2016-2019   Pasadena, CA

MS Industrial Design

INSEAD
April 2019-May 2019   Singapora

Executive Education
Innovation By Design Program

Pensole Footwear Design Academy
August 2018   Portland, OR

Sneaker CMF Design Summer Program

Tsinghua University
2012-2016   Beijing, China

BE Vehicle Engineering (Body Design)
BFA Digital Entertainment Design

Politecnico di Milano
September 2014-March 2015   Milan, Italy

Design & Engineering Exchange Student

DESIGN

Ethnographic research, Design thinking, Usability testing, Wireframe, Prototyping, Design management, Design strategy, Visual communication, Animation

ENGINEERING

Html, JavaScript, CSS, Catia, three.js, D3.js, C, Java

SOFTWARE

Figma, Sketch, InVision, Google Analytics, Blender, Onshape, Solidworks, VR Gravity Sketch, 3DS Max, Keyshot, Blender, Vred, Adobe Suite

EXPERIENCE

Wavemaker Labs, Inc.

Industrial Designer
October 2021-July 2022

- Improved the screen ordering system UX: simplified and streamlined the procedure, refined the page layout, redesigned the UI in Figma for Piestro, a pizza kiosk.
- Conducted quantitative and qualitative usability testing and defined the requirements for beta.
- Defined the requirements, designed the customer portal user flow, information architecture and UX from scratch for Graze, an autonomous lawn mowers, and Future Acres, a robotic harvest companion.

INSEAD

Design Coach
July 2020-Now

- Remote design coach for Executive Education Online Programme Design Thinking and Creativity for Business programme.
- Provided advice for the learners on how to their business models and value propositions, elevated the design skills of the learners.

UBTECH North America Research and Development Center

Industrial Designer & UI/UX Designer & 3D Artist
October 2019-September 2021

- Designed healthcare related robotics from initial concepts to 2D ideations, CMF and 3D CAD forms for manufacturing and assembly.
- 2 patents granted by USPTO as the first author. The WELLI Smart Companion and PATHFYNDER Smart Chair were released on CES 2022.
- Lead 3 animators to complete the 6-minutes 3D trailer for the elderly care ecosystem for investment, releasing and tradeshows.
- Designed the company brochure for tradeshows, included a QR code to access the augmented reality (AR) viewing the different robots on the mobile.
- Designed UX/UI for the robots and customer portal, developed the front-end in Html/CSS/JavaScript.
- Responsible for coordinating prototype manufacturing and logistics.

Station Digital Media, Inc.

UI/UX Intern
Septmeber 2019-October 2019

- Worked on UI/UX enhancement and quality assurance for MyMazda app.

IBM

Design Intern, China Development Lab Watson IoT
July-August 2017

- Designed UX and UI for the Intelligent Academic Conference System in Sketch from scratch, build out the desktop and mobile website in Html and Javascript.
- Involved in full stack development utilizing Python based on the Watson speech recognition platfrom.

Didi Chuxing

Design Intern, Uber Business Team
May-June 2017

- Drafted national marketing strategies and pop-up compaign proposals.
- Designed landing page, banners for the compaigns above in the Didi App based on the UI guidelines. Designed posters and comics on social media.