ZhongSheng LI

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Experience

TsingHua Future Lab
Design intern (UI&UX)

Present
Feb 2022

- Explored concept ideations for tactile-based tech to make the assistant experience more delightful for visually impaired people.
- Cooperated with students from digital media major, used Unity and C # to develop the prototype of interface for visually impaired people.
- Deliveries: completed 7200 metal lattice drives using unity and MySQL databases and developed a touch interface for visually impaired people and sighted people.

iQIYI (Stock code IQ, NASDAQ)
Design Intern (Branding)

Dec 2021
Oct 2021

- Designed the iQIYI anniversary gift including the gift, the package, and the key branding vision & Communicated with the gifts' suppliers.
- Delivery: completed the design of more than 1000+ gift boxes.

Beijing VR Vision Technology Co., LTD
Design intern (UI&UX)

Sep 2021
May 2021

- Collaborated with UI designer and developer on the redesign of web-based software and iOS application.
- Delivery: completed the design of wireframes for application software which provides automobile modification solutions.

Television show 'upped new, old palace' S3E4
Product Designer

Oct 2020

- Participated "上新了故宫·第三季" as a student designer.
- Designed a set of tableware for the Palace Museum. Sketched, prototyped and CAD products from concept to manufacturing.

Education

Beijing University of Technology , BE
Industrial Design

GPA:3.92/4.0
Average Score:90.42/100

Jul 2022
Sep 2018

Awards & Publication

Spark Design Award 2022 Student-Shortlisted
Jul 2022   *'Touch Touch'*

Certificate of Outstanding Graduation Design
Jul 2022   *'Touch Touch'*

"The design of a new genre game based on virtual reality." *International Conference on Modeling, Simulation and Computing Science, 2022.*

Skills

Design
3D modeling · 3D rendering · Prototype making
Interaction design · Interface design
Wire-framing · Information architecture
User Journey · Sketching

Research
Affinity mapping · User interview · Evaluative research · Concept testing Usability testing
Workshop Co-Creation

Tools
Sketch · Figma · Adobe XD · Principle
Unity · Arduino · Raspberry Pi
Rhino · 3D sharp · KeyShot · Blender
SolidWorks · AutoCAD · WorkNC
HTML · CSS · C#

Language
English (Full Professional Proficiency)
Mandarin (native)