

Zhenghao Huang

Industrial Designer

Design Tactician

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Summary

My approach focuses on excellence, achieved through detailed deliberation, collaborative discussions, and a deep understanding of the reasons behind each design decision. I specialize in integrating psychological aspect, blending human factors with business insight to make impact through experience and aesthetics.

Skill

- Sketching
- 3D modeling
- 2D rendering
- 3D rendering
- Prototyping
- 3D printing
- Human factor
- Market research
- Business analysis
- Design Strategy
- Decision analysis
- Team collaboration

Software

- Rhino
- Solidworks
- Keyshot
- Photoshop
- Illustrator
- Indesign
- Premier Pro
- C4D
- Adobe XD
- Figma
- Reality Composer
- Proe/Creo

International Award

IDA Design Award 2023 Gold winner

- Consumer Electronics-Computer: Laptop

Muse Design Award 2024 Gold Winner

- Computer & Information Technology

NY Product Design Award 2024 Silver winner

- Wired & Wireless Headphones

NY Product Design Award 2023 Silver winner

- Office Supplies & Stationery

European Product Design Award 2022 Winner

- Bathroom Fittings/Appliances

European Product Design Award 2022 Winner

- Lifestyle and travel/Luxury Goods

IDA Design Award 2023 Honorable Mention

- Other Office Furniture Designs
- Office Interior Design Elements

Reddot Concept Award Final Round

Language

- English (Professional)
- Chinese (Native)

Education

Art Center College of Design

Master of Science, Industrial Design

09/2022 - Present

Switched from Eindhoven University of Technology

Xi'an Jiaotong-Liverpool University

University of Liverpool

Bachelor of Engineering, Industrial Design

09/2017 - 07/2021

Studied in China, obtained dual degree

Professional Experience

Swoboda Kunshan Co., Ltd (China)

Manufacture Assistant Intern

07/2019 - 08/2019

Particularly involved in creating and interpreting 3D product drawings, applying my knowledge to ensure precise and efficient design outcomes. My contributions were instrumental in enhancing product designs and optimizing manufacturing processes.

Design Project Experience

Art Center Formula-e distance race

Industrial Designer | Engineer | Strategy maker

05/2023 - 08/2023

The Formula E (elastic) challenge competition, a rubber band powered car race. Each team will run their vehicle (one at a time) in an attempt for their vehicle to travel the greatest distance along a course defined by the contest operators.

- Proposed new concept that reduce energy loss by analysing motion physicals, setting the correct direction for our project.
- Conducted design iteration by analysing structure design and material property to improve strength and weight of wheels and bearing structures. Blended design and engineering.
- Conducted 3D modeling, printing, and hands-on model making, resulting all parts can be produced and assembled properly through extensive iterations.

Broke history record, almost double the history record created by the program chair.

Won the best-looking car design award 2023 by breaking the conventional design.

Zensitive, sponsored by company Ahrend (Netherlands)

Industrial Designer | Researcher | Business strategy maker

09/2021 - 01/2022

With Ahrend's phone call cabins that reduce environment noise, Zensitive, an elegant world map interface-controlled add-on, enhances these cabins by stimulating human senses with sound and light, balancing work and relaxation. It helps office workers relax during break time.

- Proposed proper concepts for enhancing the relaxing experience by analysing human sensory experience and psychology theory studies.
- Conducted 2D and 3D exploration to refine design concepts through benchmarking and discussion; created detailed 3D renderings and animations for demonstration purposes.
- Made the functional prototype through fabrication machines and hand making; conducted user test by using user experience questionnaire, validating the concepts by collecting and analysing data.
- Suggested direction for Ahrend to lead a new market segment by analysing trend and market.

Achieved best prototype award at Eindhoven University of Technology.

Selected by sponsor Ahrend for future design reference.

Eyecon

UIUX Designer | Researcher

02/2019 - 05/2019

Eyecon is a device that helps patients who are bedridden and unable to move and communicate normally with nurses. Through the eye tracker and screen, patients can easily communicate and make choices within the system.

- Conducted research about experiences of immobile patients, doctors, and nurses by first-hand observation and interview, as well as secondary research, fostering empathetic design solutions.
- Conceptualized and developed the interaction framework between the user and device, achieving intuitive use and seamless integration into clinical workflows.
- Used adobe suit to design the eye-control user interface tailored for these patients, achieved intuitive solution by conducting user test.

Won most social impact at XJTLU HCI event award 2019