SHUNING YANG

EDUCATION

2023 Fall – 2025 Spring (Anticipated)

Georgia Institute of Technology, MS, Human-Computer Interaction GPA: 4.0/4.0

2020 Spring - 2023 Spring

Art Center College of Design, BS, Product Design

GPA: 3.85/4.0

2018 Fall - 2019 Fall

University of Michigan, BFA, Art and Design

GPA: 3.6/4.0

WORK EXPERIENCE

2021 May - 2021 August

Industrial Design Intern, Dimension Robotic LLC

- -Designed a new auto-inspection robot for Xiong An power stations
- -Organized and presented in client meetings 3 times to negotiate over 6 concepts and update design process
- -Collaborated with engineering and marketing teams to enhance, promote, and find opportunities for third generation robots

2022 September - 2023 January

Teaching Assistant, ArtCenter College of Design

- -Assisted the instructor with lecturing advance visual communication techniques about quick rendering and software, like PS, AI, and Figma
- -Provided feedback and critiques for 18 students projects and answered questions after class

2022 June - 2023 April

Computer Lab Student Assistant, ArtCenter College of Design

- -Resolved over 50 students tech issues with 2 lab technicians
- -Documented, counted, and managed check out of school properties

SPONSORED PROJECTS

2024 Spring - Georgia Institute of Technology

Cognizant Sponsored Project

-Designing a healthcare System that integrates generative AI for chronic disease patients to enhance their daily life quality

2023 Fall - Georgia Institute of Technology

Smart Bathroom Lab Sponsored Project

-Designed a web-based system for researchers to conduct, document, and analyze their trials, including video labeling, data visualization, and assessment that could feed into machine learning algorithms later

2023 Spring - Art Center College of Design

Royal Caribbean International Sponsored Project

-We designed entire cruise ship neighborhoods, including dining, entertainment, and relaxation areas for the new coming cruise ship

2022 Fall - Art Center College of Design

VENTUREWELL Sponsored Project

-Designed an MR Football Game System, including clothing and AR glass, for retired NFL players to enhance their holistic wellness

CONTACT

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LANGUAGES

Chinese & English

SKILLS

Design:

Sketching, Modelling Making, 3D Modelling, Presentation, Rendering, Illustration, UI, Data visualization

Research:

Interviews, Survey, Contextual Inquiry, Observation, Card-Sorting, Data Analysis, Usability Testing, Affinity Map

Software:

Adobe Photoshop, Illustrator, Figma, InDesign, Procreate, Premiere, Solid-works, C4D, Unity, Rhino, Keyshot, Vred, Unreal Engine, HTML, CSS

RECOGNITION

2023 Spring ArtCenter
Graduate with Distinction

2022 Summer

ArtCenter Student Gallery

2021 - 2023

ArtCenter Provost list

2023 Robert Bruce Thompson Student Light Fixture Design Competition Citation for Presentation

2023 iF Design Student Award Top 300 Entries