



SEAN GAO

Product Design

Contact

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Software

Sketch/2D:

Illustrator, Photoshop,
Figma, Procreate

3D Modeling:

Solidworks, Rhino,
GravitySketch, Blender,
Shapr3D, SketchUp, Zbrush

Render:

Keyshot, Blender

Video:

Premiere, Final Cut

Education

ArtCenter College of Design

Pasadena, California

Candidate for BS In Product Design

Graduated in December, 2023

Internship

TCL Technology, Shenzhen, China

-Actively contributed to the development of their next-generation design language.

-A practice on turning concepts into practical designs.

-Collaborated with a talented team to translate concepts into practical designs.

December, 2021 - April, 2022

Nissan Design America, San Diego, U.S.

-Application on the innovative future CMF for Nissan and Infiniti models.

-Collaborated with design teams to research and innovate color palettes, materials, and finishes.

-Improved communication skills for presenting design concepts through narratives and visuals.

May, 2023 - September, 2023

HUGE Design SF, San Francisco, U.S.

-Actively involve in different projects across variety categories.

-Significantly contribution on different proposals.

-Enhance design thinking and time management skills.

May, 2024 - September, 2024

Experience

BMW Group (Rolls-Royce), Berlin (Collaboration)

-Worked on a visionary project for Rolls-Royce.

-Collaborated with a talented team to explore futuristic design concepts.

-Incorporated advanced technologies aligned with Rolls-Royce's philosophy.

October, 2022

LabTwin, Berlin (Collaboration)

-Created a virtual companion for promoting work-life balance.

-Developed personalized interactions to offer curated support.

-Assisted users in managing professional responsibilities while nurturing personal well-being.

November, 2022

SAMSUNG, Los Angeles (Sponsor Project)

-Focused on future Galaxy watch design at Samsung Sponsor Studio.

-Emphasized storytelling, research, and form development.

-Crafted designs with compelling narratives, informed by insights, and enriched user experience through effective collaboration.

September-December, 2023

Puttr (Freelance)

-Reimagined their current product line.

-Defined their next gen product.

-Balancing between aesthetic and practicality, aiming for manufacture.

Summer, 2024

Ground Robotics (Freelance)

-Designed based on the given package.

-Considered about real use case and experiences.

-Collaborated with engineers to provide real life solutions.

Fall, 2024