Zheng Wang

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EDUCATION

MFA, Media Design Practices (Tangible Interaction), ArtCenter College of Design *Pasadena, CA*
Advisor: Elise Co *09/2021 - 04/2023*
GPA: 3.90
Focus: Wearables, Embedded Programming, Physical Interaction, Speculative Design

BA, Product Design, Jiangnan University *Wuxi, China*
Advisor: Jie Shen *09/2015 - 06/2019*
GPA: 3.26 (Ranking: 10/87; Highest Ranking: 2/87)
Focus: Industrial Design, Physical Interaction, Embedded Programing

PUBLICATION

Design Fiction and Futures Studies Research, co-author *06/2024 - present*
Tsinghua University
Co-author: Yu Chen
- Collaborated with researcher on art and technology, design future, and sci-fi exhibition.
- Analyzed existing research on design fiction, speculative design, narrative scenarios, futures studies.
- Wrote literature review and constructed theoretical framework for the research.
- Publication in preparation.

Minecraft Summer Research, student co-author *04/2022 - 08/2022*
ArtCenter College of Design
Research Lead: Arden Stern, Ellen Huang
- Researched ore mining, cryptocurrency mining and Minecraft (game), analyzed the relationship between the three, investigated ethical implication and questions.
- Created diagrams and illustrations, assisted writing of the paper.
- Publication in review.

How is Speculative Design Transferred into East Asia, research assistant *04/2021 - 08/2021*
China Academy of Art
Research Lead: Yi-Wen Tseng
- Paper published: *The Culture of Design and Design in Culture: The Journal of the Asian Conference of Design History and Theory*, ISSN 2189-7166, No.4, 2022.
- Research covers topics including Speculative design, Critical design, Possible world, Social dream, and Cultural dream.
- Conducted case studies for Speculative design in China.

PATENTS

National Utility model patents, Cardiopulmonary Resuscitation (CPR) Auxiliary Device *05/2019*
Jiangnan Univeristy, Wuxi, China
Advisor: Weiwei Feng

National Utility model patents, Automated External Defibrillator (AED) Auxiliary Device *05/2019*
Jiangnan Univeristy, Wuxi, China
Advisor: Weiwei Feng

HONORS & AWARDS

Student Runner Up, Speculative Design Award *06/2024*
Stimulation Sleeve
Core77 Design Awards 2024

Student Notable, Toys & Play Award *06/2024*
Pinball Racing
Core77 Design Awards 2024

Graduate Fellowship, ArtCenter College of Design   *05/2023 - 08/2023*
Focus: Game Design + Tangible Media

ArtCenter Honors   *04/2023*
ArtCenter College of Design, Pasadena, CA

ArtCenter Scholarship   *09/2021 - 04/2023*
ArtCenter College of Design, Pasadena, CA

First Class Scholarship, Top 3%   *09/2018*
Jiangnan University, Wuxi, China

TEACHING EXPERIENCE

ArtCenter College of Design, Pasadena, CA
Teaching Assistant, Critical Worldviews   *09/2022 - 04/2023*
Course Instructor: Elizabeth Chin, Sam Creely, Mashinka Hakopian
- Participated in weekly meetings with instructors to refine teaching plan and exchange feedback for students
- Facilitated in-class sessions to analyze and discuss readings.
- Held individual meetings with students to help with writing of the stories and construction of their speculative world views, provided supplemental sources to complement in-class materials.
- Responded to students' questions on course materials and objectives, tracked students' progress.
- Build a 3D digital gallery to showcase students' works.

EXHIBITIONS

ArtCenter Grad Show   *04/2023*
Pasadena Convention Center, Pasadena, CA

Graduation Show - 2019 Future Value   *06/2019*
Qian Shaowu Art Museum, Wuxi, China

RESEARCH & PROJECT

Stimulation Sleeve - Thesis Project, individual research   *04/2022 - 04/2023*
ArtCenter College of Design
Advisor: Elise Co
- Discussed and experimented on human "ghost zones" – situations where people lose control over their bodies.
- Inspired by Gayle Rubin's theory of "benign sexual variation" (Rubin G S., Thinking sex, 2002), convince people that there is no standard definition for the uncontrolled state.
- Designed a wearable device using embedded system, programmed to give repetitive stimulation to the sensory nerves and muscles along with loud ticking sounds as indicator of such stimulation, in order to induce an experience of uncontrolled state on the users.

Article Review & Publication Workflow Research, research assistant   *04/2022 - 04/2023*
American Anthropological Association
Research Lead: Elizabeth Chin
- Studied workflows and processes of different journals, combined and created a more optimal workflow.
- Met with advisor to discuss interview detail and formulate interview plan.
- Interviewed chief editors of multiple publishers, understanding details of their workflows and editors' feedback for their workflows.
- Analyzed and compared interview outcomes, summarized pros and cons of each workflow, combined into reports and diagrams to discuss with advisor.

PROFESSIONAL EXPERIENCE

Deepe Health LLC.
Product Designer   *06/2024 - present*
- Design web pages and posters to promote online shopping experience.

- Responsible for branding design.

American Anthropological Association

Postgraduate Design Assistant   *10/2023 - 10/2024*
Graduate Assistant   *03/2022 - 04/2023*
Supervisor: Elizabeth Chin

- Facilitate the preliminary review process for submitted academic articles, assist editors in validation and assessment of the submissions, track action items for submission reviews.
- Handle email communications between AAA and reviewers / authors.
- Design covers for the AAA journal, contributing to its visual identity and highlight key articles in the edition, create illustrations and diagrams according to authors' requirements to supplement articles.
- Interview editors about article publication process to optimize the workflow, combine and analyze the result.
- Rebuilt a review tracking system for Special Section articles.

Vivo Mobile Communication Co., Ltd

User Experience Designer   *07/2019 - 05/2020*

- Restructured wireframes and optimized visual elements to improve B2C global online shopping and web browser user accessibility and experience on both app and web pages.
- Analyzed user usage reports and data to improve display of information. Participated in the requirements building process of the product manager and proposed innovative UX solutions.
- Used After Effect to explore more possibilities in app interaction. Updated the animation effect of search bar on home page of the Vivo browser. Re-designed the animation to improve the fluency in using the app.
- Created a mini online game that serves the business goal of quickly consuming user points in the form of lottery and dividend on Vivo Points Center. Created the proposal, designed the UX and followed up with development process.

LKKER Technology Company

Design Assistant   *01/2019*

- Spearheaded the development of prototype designs for cutting-edge medical devices, leveraging a combination of sketches, Rhino, and Keyshot.
- Meticulously examined and formulated design blueprints for various iterations of products, ensuring a thorough exploration of design possibilities.
- Pioneered user research efforts encompassing qualitative interviews, virtual chats, and live demo, gaining deep insights into user needs and preferences.
- Collaborated closely with technical structural teams, furnishing them with precise instructions to assess the production feasibility, fostering seamless communication and support throughout the development process.

Wuxi ShiDe Medical Health Co., LTD

Founder, director of design   *08/2016 - 04/2019*

- Led a team with members from design, engineer, medical and business backgrounds.
- Provided a non-traditional pre-hospital first aid equipment and services for people with non-medical background. Included the design of a set of first-aid products, service and mobile app.
- Participated in 8+ entrepreneurial competitions, entered national competition as 1st place in Jiangsu Province.
- Earned working space for the team, presented the project to investors and sought to land the project. Facilitated Jiangnan University to improve the campus emergency system.
- Owns two national utility model patents.

SKILLS

Prototyping - Arduino, Python, Sewing

Manufacturing - Laser cutting, 3D printing, Wood working, Soldering

3D - Rhino, Keyshot, Blender, Unity, ZBrush, Maya

2D - Adobe Photoshop, Illustrator, After Effects, TouchDesigner, Figma, Sketch, Procreate