

TING ZHOU

Industrial/Digital Designer
tingzhou.design@gmail.com
www.tingzhoucaprice.com
626.272.0671

STRENGTHS

Design

Design Strategy
Concept Design
3D Art / Visual Art
UI/UX
Rapid Prototyping

Tech Skills

Adobe Creative Suite
SolidWorks
Blender
Unreal Engine 5
Houdini
Rhino
GravitySketchVR
MarvelousDesigner
Keyshot
Lumion
Catia
Sketch
Figma

LANGUAGES

Mandarin | Native
English | Fluent

INTERESTS

Violin
Badminton
Calligraphy
Xbox
VR
Ceramics
Painting
Anatomy

EDUCATION

ArtCenter College of Design | Pasadena, CA, USA

Bachelor of Science | Product Design, 2016 - 2020
Minor | Designmatters | Social Innovation Design

Beijing Forestry University | Beijing, China

Bachelor of Engineering | Vehicle Engineering, 2012 - 2016

EXPERIENCE

Microsoft Turn 10 Studios | Redmond, WA (Remote)

Contracting UI/UX Designer | Sept. 2021 - Present

Apprentice UI/UX Designer | Summer 2021

Conceptualize scalable visual experiences for Forza Motorsport in collaboration with the UX leads and Presentation Director. Responsible for creating a wide range of visual solutions using graphic design, 3D modeling and compositing skills. Translate wireframes and UX prototypes into clear visual targets that serve game design goals.

Hasbro, Inc. | Pawtucket, RI (Remote)

Product Design Co-op (Spark Labs) | Fall 2020

Created innovative consumer toys and play experiences. Assisted in the technical design and development efforts of multiple brands/product lines (Furby, D&D, Marvel) while interacting with strategic partners to craft robust design solutions.

Munchkin, Inc. | Van Nuys, CA

Product Design Internship | Summer 2019

Designed baby products and consumer goods for manufacture and global distribution. Interfaced with marketing, engineering and pd teams to manage and execute projects throughout the design lifecycle.

Zodiac Aerospace | Pasadena, CA

Sponsored Project at ArtCenter | Fall 2018

Explored enhancements to the business class cabin passenger experience through the harmonious interplay between space, furniture and environmental factors.

ArtCenter | Pasadena, CA

Teaching Assistant | Visual Communication II & III | 2017

Undergraduate and graduate instruction for dynamic sketching techniques to communicate design concepts, and free hand drawing skills for storytelling and vivid concept design.

RECOGNITION

ArtCenter Provost's List | Summer 2018

ArtCenter GradID Formula E | Figure 8 winner team | 2018

ArtCenter Williamson Gallery | Offbit, Capori, Kala