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Experience

Ristich LLC – Pasadena, CA Industrial Design Internship - Led design development and fabrication for a Lexus × MSCHF automotive activation, using 3D printing to prototype, refine, and optimize components for large-scale production and final installation. - Created 3D visualizations for Umbra's satellite systems, translating complex technical components into polished visuals for presentation as well as the design communication. - Contributed to a baby-care brand pitch, supporting rapid ideation and concept development through sketching, 3D exploration, and visual storytelling.	06-08/2026
Alex Reed Studio – Los Angeles, CA Product Design Internship - Designed and developed furniture concepts from early ideation to 3D modeling, translating design intent into manufacturable forms for client presentations. - Contributed to a full bathroom design project by developing tile concepts and refining spatial and material details through production. - Built and iterated physical and digital models using workshop machinery and fabrication tools to test form, structure, and assembly.	05 – 09/2025
Zhitao Cultural Creative Co. – Shanghai, China Freelance Product Designer - Conducted global research with a multidisciplinary team to inform modular system requirements and B2B design decisions. - Developed functional modules and supported concept refinement for client-facing pitches. - Supported end-to-end design development, including system architecture, structural modeling, and rendering, with focus on folding mechanisms and materials.	04 – 09/2025
Nanjing MOMA Industrial Design Co. – Nanjing, China Junior Product Designer · Internship - Conducted research for cultural product projects for publicly listed companies by analyzing brand positioning and aesthetic preferences. - Generated and refined design concepts using AI-assisted ideation workflows to rapidly produce and polish visual ideas. - Collaborated with the design team to iterate on concepts and support client pitch preparation.	02 – 04/2024

Education

ArtCenter College of Design Pasadena, CA Bachelor of Science in Product Design	2022 – 2026
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Recognition

Pawdish (Pet supplies) American Good Design Awards /Silver Winner	2026
EnergyEgg (EV Charger) London Design Awards /Gold Winner	2024
ArtCenter Student Gallery Nothing_Clock (Design for manufacturing) Pawdish (Auto Cat Feeder Design) Tessera Plates (Ceramic Plate Design) Bean Bloc (Coffee Grinder Design) Chesse Monster (Wood Clock Design)	2022-2026

Featured Projects

Nothing Clock Design Developed the concept through a design-for-manufacturing approach, optimizing part breakdown, assembly, materials, and production methods while preserving the product's minimal form and Nothing-inspired design language.	2025
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Skills

Prototyping & Fabrication Ceramic Slab Building, 3D Modeling, Foam Modeling, Molding, Laser Cutting, CNC, 3D Printing, Milling, Mold Making, Casting,Ceramic Trimming, Ceramic Craving, Glazing.	Research & User Testing User Experience Research, Ergonomic Testing, Brand Study, Usability studies.
Presentation & Visualization Design Presentations, Storytelling, Public Speaking, Sketching.	Manufacturing & Materials Ceramics Slip Casting Sustainable Materials Production Planning.
Languages Native in Mandarin Fluent in English	Software Solidworks, Adobe Photoshop, Keyshot, Adobe InDesign, Miro, Adobe Illustrator, Sharper 3D, Canva, Vizcom, Keynote, Procreate, Cinema 4D Midjourney, Bambu Lab