

# Yuning Tang

Tangible Experience/UX Designer  
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## \_Experience

### **Neumascape Studio Product Design Intern | Los Angeles, CA**

Fall 2021

Work closely with the in-house development team to design furnitures and consumer products. Provide product design ideas and prototypes.

### **Salesforce Sponsered UX Designer | San Francisco, CA**

Spring 2021

Redesign Dreamforce into a more entertaining, relaxing and efficient event which helps Salesforce build up a better and longer-term relationship with its customers.

### **ArtCenter Teaching Assistant | Pasadena, CA**

Summer 2020

Help students understand how universal materials participate in manufacturing production.

### **Newell Sponsered Product Designer | Pasadena, CA**

Spring 2020

Reimagine EXPO's brand identity and products through life cycle analysis and management. Help it move into a more sustainable future.

## \_Education

### **Art Center College of Design | Pasadena, CA**

Fall 2016 - Spring 2022

BS in Product Design & Minor in Social Innovation

## \_Recognition

### **Denhart Sustainable Prize**

Spring 2021  
Reimage EXPO

### **ArtCenter Scholarship**

Fall 2020

### **ArtCenter Provost List**

Summer 2017  
Honors List

### **ArtCenter Williamson Gallery**

Packaging Konki  
3D Print Helmet  
Anubis Clay Model  
Ceramics Cups  
Stapler Design

## \_Core Strengths

### **Design**

CAD 3D Modeling  
3D Prototyping | 3D Printing  
Film making  
In-Depth Research  
Concept Development  
Visual Storytelling  
UX Prototyping  
Strategy | Insight

### **Technical**

Solidworks | Rhino | ZBrush  
3D Printing softwares  
Maya  
Keyshot  
Figma  
Adobe XD  
Adobe Photoshop  
Adobe Illustrator  
Adobe InDesign  
Adobe Premiere Pro  
Final Cut Pro  
Microsoft Office Suit

### **Interests**

Sketching | Painting  
Photography | Film making  
Ceramics | Clay modeling  
Travelling, Swimming