

# Yangyixiao Xiang

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Languages: Native Mandarin | Fluent English (TOEFL 110) | Conversational Japanese (JLPT N3)

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## EDUCATION

**Master of Industrial Design** | Georgia Institute of Technology | 2022 - 2025

Focus: Product Design, 3D modeling, UI/UX

Designed human-centered, innovative solutions through user research, design strategy, and engineering implementation.

**Bachelor of Mechanical Engineering** | Zhejiang University & University of Illinois Urbana-Champaign | 2018 - 2022

Acquired a strong foundation in structural mechanics, material science, and CAD design; applied engineering knowledge to feasible product solutions.

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## WORK EXPERIENCE

### UX / Product Design Intern

[\_box lab] Interactive Studio(<https://www.cobox.art/#/homepage>) | Hangzhou, China | Jun 2021 – Jun 2022

- Designed and optimized user journey and interaction flow for the HARPERS BAZAAR ICONS immersive exhibition project.
- Led UI/UX design for a robotic arm photo booth and bridged communication between designers and engineers to align technical and creative requirements.
- Proficient in modeling with Rhino/SolidWorks and rendering high-fidelity visuals in KeyShot.
- Participated in prototype development, gaining experience with soft material, plastic, and metal product manufacturing.

### Service Design Teaching Assistant

Georgia Institute of Technology | Atlanta, GA | Jun 2024 – Jan 2025

- Managed a class of 50+ students; organized journey mapping and service blueprint workshops.
- Collaborated with external nonprofit Capita (<https://capita.org>) and coordinated regular meetings and milestone reviews for service design projects.

### Mechanical Lab Assistant

Zhejiang University International Campus | Haining, China | Jun 2020 – Jun 2022

- Operated and maintained a variety of 3D printers and laser cutters; assisted students with prototyping needs.
- Taught safe and efficient use of fabrication tools for student projects.

### Director of Publicity, Student Union

Zhejiang University International Campus | Haining, China | 2019 – 2021

Led a 20-person creative team responsible for all campus promotional content, including social media visuals, photography, and copywriting.

Independently planned and executed multiple large-scale communication campaigns to enhance student engagement and outreach.

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## SKILLS

Design & Prototyping Tools: Figma (prototyping, design systems, 3 years-experience), Adobe Suite (Photoshop, Illustrator, InDesign, After Effects, 7 years-experience)

3D Modeling: Rhino, SolidWorks, KeyShot, Fusion 360, Blender

Prototyping: 3D Printing, Laser Cutting, Arduino (basic interaction)

Visualization: Storyboarding, Journey Maps, Service Blueprints

Collaboration: Notion, Slack, Google Suite