

CHENCHEN DU

Design Engineer

designer-maker crafting technology that feels like it understands you.



Work Experience

Mar - Aug 2024

Shanghai, China / Gaimersheim, Germany

Interaction Designer

Ideenion Automobil AG (in collaboration with Apollo Future Mobility)

- Led development of Air Touch, a gesture-based in-car control system using computer vision and Arduino to convert hand movements into high-precision control signals
- Owned exterior, structural, and interaction design; delivered high-precision prototypes via IoT integration, 3D printing, and CNC machining
- Coordinated with software and hardware teams on sensing and actuation logic, driving high-precision response debugging and iterative optimization

Jun - Aug 2025

Shanghai, China

Product Design Intern

Sikan Design Studio

- Contributed to intelligent cockpit projects in collaboration with ByteDance and SenseTime; led in-car AI agent interaction logic mapping and researched AI-hardware design trends to inform proposals
- Supported Logitech gaming hardware design, leading trend research and user insight studies on player interaction preferences over a 3–5 year horizon

Aug - Nov 2024

Shanghai, China

Innovation Team Intern

Transsion Holdings

- Delivered 5 innovation proposals across smartphones, earphones, and health monitoring devices; 2 advanced to prototype validation
- Used AIGC tools and 3D modeling for rapid concept visualization; collaborated closely within a diverse international team

Featured Projects

Oct 2023 - Present

Milan Design Week · isola Design Award

Casting Lots

AI-Driven Immersive Cultural XR Installation

- Built an MR installation (Unity/HoloLens) integrating the OpenAI API for dynamic, interaction-driven storytelling.
- Engineered a physical-digital loop using ultrasonic sensors and NFC-enabled coins; exhibited to 300+ participants across Milan Design Week 2024.

Oct 2023 - Present

Red Dot Design Award · IDEA Featured Finalist 2024

Three Days to See

Emergency Adjustable Eyewear

- Designed a liquid-lens eyewear enabling 300°–600° diopter adjustment in seconds; led modeling, rendering, and full-cycle prototyping across 5 iteration rounds.
- Iterated to a frameless "nose-clip + bio-glue" structure for stable fit across diverse face shapes; served as technical representative in the patent filing process.

Education

Aug 2025 - 2027 | Finland + Sweden

GPA: 4.65/5

Aalto University & KTH Royal Institute of Technology

M.Sc. in ICT Innovation (HCI & Design track)

Jul 2026 | France

28DGTl Summer School

Intelligent Embedded Systems

Sep 2021 - Jun 2025 | China

GPA: 90/100

ShanghaiTech University

B.Eng. in Smart Design (Minor: Information Technology)

Achievements

- 2026 Red Dot Design Award
- 2026 MUSE Design Award Gold Winner
- 2026 Core77 Design Award
- 2026 A' Design Award — Bronze, Vehicle Parts
- 2024 Red Dot Design Award
- 2024 IDEA Featured Finalist
- 2024 Milan Design Week (Exhibitor)
- 2024 Ars Electronica Festival (Exhibitor)
- 2023 iGEM Gold Medal, Top 10 Team, Best Wiki
- 2019 National Drone Programming Competition National First Prize

Skills

- Hardware & Fabrication
- Arduino, IoT, 3D Printing, CNC, PCB Design, e-Textiles, SolidWorks, Autodesk Fusion360, Rhino, Blender, KeyShot
- Design & Research
- Adobe (PS/AI/InDesign), UI/UX Design, User Research (Interviews / Field Studies / Usability Evaluation & Testing), Rapid Prototyping, CMF, Data Visualization, AIGC-Assisted Design
- Programming
- Python, C/C++, JavaScript, HTML/CSS, Unity
- AI
- Prompt Engineering, Vibe Coding (Claude Code/Codex), AIGC, Machine Learning
- Languages
- Chinese (Native), English (Fluent, IELTS 7.0), Japanese (Basic, J-Test F)