

Bingxuan (Bensen) Liu

Industrial Designer

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Irvine, CA

Education

ArtCenter College of Design | Pasadena, CA *Anticipated May 2029*

Bachelor of Science in Product Design, GPA: 3.9/4.0

Recognitions: Undergraduate Merit Scholarship 2025 | Beosound Prism, ACCD Student Gallery, June 2026

Projects

Beosound Prism 2026

Designed and fabricated a functional active loudspeaker, integrating CAD, electroacoustics engineering, foam machining, SLA printing, finishing, and electronics assembly.

Traeger Ranger Tool Set 2026

Developed a compact grilling tool system from user and competitor research through prototyping, ergonomic refinement, and repairable stainless-steel/teak construction.

Aspen PostureEase 2025

Prototyped an adjustable cervical brace through medical research, expert consultation, SolidWorks modeling, and iterative ergonomic testing through 3D-printing.

Experience

Freelancer | 3D Print Service | Pasadena, CA *(Sept 2025 - May 2026)*

- Operated a decentralized 3D-print farm to produce functional prototypes for studio projects.
- Calibrated print parameters and troubleshoot failures to improve part quality and manufacturability.
- Delivered finished prototypes within time-sensitive academic and presentation deadlines.

Project Lead | OC Fair Imaginology | Costa Mesa, CA *(Feb 2025 - April 2025)*

- Led the development of a large-scale collaborative tessellation mural. Directed the team from concept development through final production and installation.
- Coordinated individual components into a unified tessellation system for large-scale presentation.
- Earned 2nd Place at OC Fair Imaginology for the completed installation.

Volunteer | Caris Healthcare | Knoxville, TN *(Dec 2024 - Jan 2025)*

- Supported hospice staff in identifying patient and caregiver experience challenges.
- Documented recurring challenges affecting patients, caregivers, and everyday care workflows.
- Identified opportunities to improve accessibility, ease of use, and the overall care experience.

Skills

Concept Development: Ideation Sketching, Procreate, Prototyping, Vizcom

Design Research: Market Research, Trend Analysis, User Research

Digital Design: Blender, Framer, KeyShot, Rhino, Shapr3D, SolidWorks

Fabrication & CMF: 3D Printing, CNC Milling, Foam Machining, Laser Cutting, Metalworking, Resin Casting, Vacuum Forming, Woodworking, Surface Preparation, Spray Finishing

Visual Communication: Branding, Illustrator, InDesign, Layout, Photoshop, Typography

Languages: English, Mandarin

Programming: C, HTML/CSS, Python