BOYU (JADE) JIANG

Designer & Design Engineer | Rhino 3D Modelling · Apparel Engineering · Material Innovation
London, UK | boyu.jiang25@imperial.ac.uk | (+44) 7840 241573 | boyujade.com

Designer and engineer with a background spanning apparel engineering, textile design (Central Saint Martins, UAL) and Innovation Design Engineering (RCA / Imperial). Most recently contributed Rhino modelling to Heatherwick Studio's eyewear collaboration with JINS. Experienced in guiding non-specialists through design processes, from mentoring MBA teams at London Business School to facilitating public workshops and designing learning kits for prospective Imperial engineering students.

INDUSTRY EXPERIENCE

[2026] **Designer (Summer Internship), Heatherwick Studio, London**
- Worked within the design team on an eyewear frame for the JINS × Heatherwick Studio collaboration, supporting the design lead through three iterations and contributing Rhino modelling. Took part in the full prototyping process, from 3D-printed models to handmade metal samples and factory sampling.
- Modelled product and furniture components for Heatherwick studio's Objects team, from lift buttons to sofa seating, taking forms from early studies to detailed Rhino models.
- Contributed design development and Rhino modelling to the Changi Airport project, MGM tram project. Produced enscape renders and prepared models for 3D-printed prototypes used in design reviews and presentation.

[2026] **Design Engineer (Contract Worker), Dyson School of Design Engineering, Imperial College London**
- Designed *Roll a Brief*, an open-day gift kit introducing prospective students to Design Engineering through hands-on play. The kit includes a 3D interlocking dice developed from CAD model to a laser-cut flat-pack version.
- Created a Design Engineering card game: interviewed current students to shape content, wrote game copy and interaction rules, and designed the card graphics and packaging.

[2024] **Interior Design Assistant, Govindia Hemphill, London**
- Researched material finishes for residential interiors, producing mood boards, sample boards and client presentation materials.

[2024] **Accessories Development Assistant, The Backwards Vendor, London**
- Developed accessories for the brand's 24-25SS collections, including bags, belts and hats, from initial sketches and hand illustration through to material specification and prototyping.
- Contributed to product line planning, assisting the collection from concept to the brand's showroom.

[2023] **Production & Studio Assistant, Wax Atelier, London**
- Developed translucency and texture profiles across experimental wax-based composites, testing formulation variables against setting behaviour and surface finish.
- Facilitated a public material exploration workshop at London Design Festival 2023 for Lola Lely Studio.

[2020-2021] **Production & Studio Assistant, Oude Waag, Shanghai**
- Translated design concepts into technical specifications, CAD patterns and production documentation, coordinating designers, engineers and manufacturers through sampling.

TEACHING & FACILITATION

[2026] **Design Mentor, Design-Led Innovation, London Business School × Royal College of Art**
- One of 10 RCA design students selected by Prof. Nick de Leon to support teaching on the MBA unit, with one designer paired with each MBA team.
- Guided non-designers through design methods, from user research to service proposition, interaction design and app UI, for Pearl, an accessible autonomous ride-hailing service.

[2023] **Workshop Facilitator, Lola Lely Studio, London Design Festival**
- Prepared and led a week-long public workshop for an exhibition inspired by kumihimo (traditional Japanese braiding), developing workshop materials and setting up the workshop space.
- Demonstrated a range of making techniques, then guided visitors as they chose their own effects and made a personal braided accessory piece.

EDUCATION

[2025-2027] **Imperial College London & Royal College of Art, MSc/MA Innovation Design Engineering**
Straight A grades across all assessed projects to date. Joint double master's combining engineering at Imperial with design at the RCA. Projects pair aesthetic sensibility with technical rigour, from material experimentation to engineered, working prototypes.

[2021-2025] **Central Saint Martins, University Of the Arts London, BA Textile Design**
Colour, surface pattern and material development across printing, weaving, spatial and environmental applications.

[2015-2019] **Jiaxing University, BEng Apparel Design and Engineering, First Class Honours**
Grounded in engineering fundamentals, including applied mathematics, linear algebra, physics, and programming, with specialist training in 3D modelling, material science and apparel manufacturing systems.

SELECTED PROJECTS

[2026] **The Same Tree — Generative Material System Design**
MSc/MA IDE Project — Achieved A++ (highest grade awarded)

- Developed a bark-based material system through iterative lab testing, informed by field research into bark-paper making in Southern China; varying the process yielded a range of colours, textures and structural strengths from one renewable input.
- Engineered a load-bearing stool in five weeks, modelling shrinkage-compensated stacking geometry in Rhino, then fabricating silicone moulds and assembling the parts with mechanical dowel joints.

[2025] **Shadow Play — Material Research & CMF System**
Selected to exhibit at Material Research Exchange (MRE) 2026, Innovate UK, London

- Engineered a laser-engraving process for recycled polyester velvet offcuts as a non-chemical alternative to devoré, achieving controlled fibre consolidation, improved durability and consistent dye uptake.
- Handwove silk and banana fibre composites, testing fibre blends and weave structures against light transmission and structural stability.
- Scaled one design into a large outdoor interactive installation, building the architectural model in Rhino and visualising it through KeyShot renders.

SKILLS & EXPERTISE

CAD, 3D Modelling & Visualisation
Rhino (NURBS and SubD; eyewear, product, furniture and architectural-scale modelling), Fusion 360, AutoCAD, CLO 3D, ET pattern CAD; rendering in KeyShot and Enscape.

Prototyping & Fabrication
3D-print preparation, laser cutting and engraving, silicone mould making, hand weaving, material sampling, reactive dyeing; accessories prototyping and factory sampling.

Teaching & Visual Communication
Workshop planning and facilitation, step-by-step demonstration, workshop materials and visual instructions, hand sketching and illustration, mood and sample boards.

Design Research
User research, interviews, field research, insight synthesis.

Digital Tools
Adobe Photoshop, Illustrator, InDesign, Figma; AI tools (Vizcom, ComfyUI); web design (Framer, HTML/CSS).

Languages:
Mandarin (Native), English (Professional working proficiency), French (Basic)

AWARDS & RECOGNITION

Green Grads 2026, exhibited The Same Tree at the Great Northern Contemporary Craft Fair, Manchester, 2026
Selected to exhibit at Material Research Exchange (MRE), Innovate UK, London, 2026
Shortlisted (Top 10), INTERPLAY Industrial Design Competition, Design Education Trust, 2025
Joyce Clissold Textile Print Award Winner, Central Saint Martins, 2023
Coordonné Wallpaper Design Competition Winner, Design commercialised and exhibited at Decorex London, 2023
Academic Excellence Prize (Top 3 in Cohort), Jiaxing University, 2018