



**Jiawei Xiao**

**Industrial Designer**

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## Education

**Artcenter College Of Design  
2021 - 2025**

BS, Industrial Design, Pasadena, CA  
(Anticipated in 2025)

## Skills

### Software

Adobe ( AI, PS, ID ) | CLO 3D |  
Solidworks | Keyshot | Keynote | Zbrush |  
MS Office | Gravity Sketch | Figma |  
Substance 3D |

### Design Skills

Animation | Team Collaboration |  
Graphic Design | Story Telling |  
Concept Generation | Design Iteration |  
Rapid Prototyping | Model Making |  
Presentation | Visualization |

## Language

Mandarin (Native); English (Native);  
Cantonese (Proficient); Spanish  
(Elementary); (German (WIP)

## Recognition & Awards

### ArtCenter Product Design Department Scholarship

- | Strother MacMinn Endowed Scholarship, 2022 - Present
- | ArtCenter 100 Scholarship, 2024 - Present
- | Berlin Study Abroad Scholarship
- | ArtCenter Provost's List, 2021 - Present (In recognition of a GPA 3.8 or higher)

### Core 77 Notable, BOPP Musical Play Set

A early childhood educational musical play set that is designed for children to explore the world with music.

### ArtCenter Student Gallery, 2022 - 2024

- AP Royal Oak Concept Lighting
- Packaging design project “%”
- Children education play set “BOPP”
- B&O speaker redesign

## Professional Experience

### Samsung Electronic Sponsor Project - Summer 2024

- | Engaged in a 3-month interdisciplinary design project as part of a small designer team, focusing on envisioning the next generation of Samsung users.
- | Delivered Gen Z and Gen Alpha-focused design proposals directly to the Samsung design team.
- | Conducted comprehensive brand analysis and provided targeted insights tailored to Gen Z/Alpha audiences.
- | Developed a cohesive visual language guideline, 3D models, and high-quality product visualization renderings.
- | Created compelling storytelling, marketing campaign proposals, and supporting visuals to enhance project impact

### Anderson Creative INC , 2024 - Present

- | Enrolled as Industrial Designer.
- | Collaboration with Universal Studios, designing branded movie merchandise.
- | Design proposal delivering, visualization rendering, functional model building, manufacture communication & prep, and CMF design.

### ResMed Sponsor Project - Fall 2023

- | Participated in a 3-month cross-disciplinary project, collaborating with a small design team comprising UI/UX and product designers to reimagine the future of CPAP, a medical device.
- | Project IP acquired by ResMed.
- | Delivered insights focusing on an overlooked user group—athletes—and proposed innovative design directions to challenge and transform the stereotypical perception of CPAP devices.
- | Conducted in-depth research, developed a unified design language, and produced high-quality 3D models, visualizations, and a physical prototype.

### ACCD Teaching Assistant, 2022 - Present

- | CLO 3D (wearable softgoods modeling)
- | Design Lab 1 (advanced industrial design focus on luxury brand design and visualization)

