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michaelliu.design



skills

Design

Form development / Design thinking / Storytelling / Engineering & Manufacturing / Problem solving / Branding strategy / 3D visualization concept / CAD software / Hand & digital sketching / 3D printing / Laser cutting

Digital Skills

3D: Solidworks / Autodesk Fusion / Keyshot

2D: Adobe Creative Asset / Figma / Procreate / Lightroom / Vizcom / Midjourney

Language

Mandarin / Native

English / Fluent

profile

I've always felt a connection to products, the feeling of a product in my hand, the intersection of emotion and identity. As an industrial designer, I utilize design thinking and brand strategy in order to design product and services. With deep analysis of market need and competition, I blend lifestyle and aesthetics, finding what's missing. I discover innovation solutions that tell a unique brand story, share iconic DNA and elevate and refine the product experience. Through design, I build connections between people and brands, users and products, quality, versatility and luxury.

education

Art Center College of Design, Pasadena, California

Bachelor of Science in Product Design, Graduated with honor, Spring 2021-2025

Rochester Institute of Technology, Rochester, New York

Master of Fine Art in Industrial Design, Anticipated graduate Spring 2027

publication

Automotive Design Planet, Azimut Monoposto - A masterpiece of sleek design and impressive dimensions

Design Tray, Dyson actvr - Discover the future of home comfort with the Dyson VR Concept

experience

Motorola Solutions, Chicago, Illinois

Industrial Design Intern, June - September 2024

- Contributed to the development of top-tier body-worn camera projects.
- Collaborated with the engineering team to conceptualize and visualize a new first responder drone, including detailed storyboarding.
- Responsibilities include form development, CAD modeling, high-quality rendering, prototype testing, storyboarding.

Art Center College of Design, Pasadena, California

Teaching Assistant, May 2022 - Present

- 3D Modeling 2 & 3 (Guided students in using CAD for tech pack, prototyping, and renderings)
- Product Design 4 (Provided students guidance on user-centered design and solutions)
- Product Prototype Process 1 (Assisted students in craftsmanship, prototyping techniques)
- Visual Communication 2 (Assisted students in sketching skills & clear visual storytelling)