

stev en he

Industrial Designer
stevendesign@gmail.com
www.stevendesignworld.com
626-365-2415
Los Angeles, CA
Shanghai, CN

Innovation Seeker

Belief & Focus

**I believe design is imagination combined with revision.
My focus is to design for the future of home & creative workflow**

Experience

BEBOP | Contract Industrial Designer | San Francisco, CA

May 2023 - Present

Took directions both ambiguous and clear, worked on projects from home appliances to portable devices in a fast-paced environment

Generated concepts for startup brands through user, market, product researching, sketching, 2D design, CAD, and rendering

Delivered multiple product branding guides & business proposals

Normal Objects | Contract Industrial Designer & Business Partnership | Hybrid

Aug 2022 - May 2023

Business collaboration. Helped the brand to develop its first consumer electronics product and co-led the DFM development of a premium interactive bedside lamp. Limited-quantity production of 500-1000 units, launching in 2023

Responsible for middle - high fidelity functional prototyping, testing, and CAD development for production. Created high-quality visual assets & creative content for a go-to-market campaign

Work with ME & EE, PM to align design with the technical and business requirement; refine product solutions to attract a wider range of customers, save manufacturing costs & ensure durability

Responsible for design documentation for both internal use and communication with oversea metal fabrication vendors

LSD (Lifestyledesign studio) | Industrial Design Intern | Santa Barbara, CA

Jan 2021 - Apr 2021

Closely involved in the concept generation & visualization phase of an eyewear design + redesign of brand language. Research, brainstorm, ideate, and rapid prototyping DFM concepts of outdoor/van life products

ASUS Sponsored Project | ACCD, Pasadena, CA

Sept 2020 - Dec 2020

Helped the ProArt team to design its next-generation products related to the future of workflow for the post-pandemic world. IP got purchased by ASUS for possible future development

Worked cross-functionally with UI, UX designers, graphic designers

Education

ArtCenter College of Design

Bachelor of Science in Product Design
2018 Fall to 2022 Fall

Skills

Design: Concept development / problem solving / presentation / storytelling / trend analysis / rapid prototyping / sketching/ CAD / keyshot rendering

Software: Procreate / Solidworks / Gravity sketch / Keyshot / AI, ID, PS / Keynote / Miro / Microsoft Office

Intrests: Table tennis (real life + VR) + badminton + skateboard + fingerboard