

Contact:

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jocelynhudesign.com

Pasadena, CA

Self Statement

Truly relating to people has always been the starting point of my design before I jump into design software. I am motivated by observing daily life and responding to it, asking myself how I can elevate this experience, making my design interests as diverse as the world I see around me. It has always been my goal to create human-centered designs that are functional, aesthetically pleasing, and contributing to the wellbeing of society.

Education

ArtCenter College of Design, Pasadena, CA

Bachelor of Science Product Design

Anticipated Graduation in May 2026

Parsons School of Design, New York, NY

Bachelor of Arts (Transferred)

30 credits earned

2021 September to 2022 May

Professional Experience:

3D Printing Lab Manager & Technology Support

ArtCenter College of Design, Pasadena, CA

2023 May to August

/ Established the systems, procedures and rules of the lab.

/ Help students understanding FDM 3D printing techniques through demonstrations, infographics and direct communications.

/ Providing maintenance and troubleshooting service to FDM 3D printers.

Product Design 1 Teacher's Assistant

ArtCenter College of Design, Pasadena, CA

2023 February to May

/ Performing hands-on demonstrations through out the design process.

/ Providing constructive feedback for students.

/ Building the bridge of communication between the students and the teacher.

Skills:

Leadership & Communication:

/ Establish team leadership through efficient communications and interpersonal skills.

/ Verbal, written, and video storytelling and presentations.

Design:

/ Concept development through a complete design process containing research, insights, iterations, and prototyping.

/ Visual communication through various traditional and digital media.

/ Hands-on prototyping with foam, wood, cardboard, and foam core.

/ 3D printing (including CNC milling, SLA printing, and FDM printing).

/ Laser cut

/ Molding

/ Sewing

Softwares:

/ Adobe Creative Suite.

/ 3D modeling using Solidworks, Gravity Sketch, and SketchUp.

/ Rendering and animation in Keyshot.

/ Sketch, paint, and animation in Procreate.

Languages:

/ English (native).

/ Mandarin (native).

Awards & Recognition:

Norman Schureman Memorial Scholarship 2024 Spring

ArtCenter College of Design Gallery Spring Term 2024 Toy Design

Kenji Ekuan/GK Design Group Endowed Scholarship 2023 Fall - 2024 Spring

Martha Chandler Scholarship 2023 Summer

ArtCenter College of Design Gallery Summer Term 2022 Product Design 1

ArtCenter UG Scholarship 2022 Summer - Present