Tien-Wei Ho
(Local to NewJersey, NJ)
Portfolio: www.twhodesign.com

Education:
School of Visual Arts - NY   **Sep 2020 – May 2022**
MFA Interaction Design
California College of the Arts - CA   **Sep 2015 – May 2019**
BFA Industrial Design

Design Tools:

- Figma
- Sketch
- Photoshop
- Illustrator
- Premiere Pro
- Indesign

- After Effects
- Blender
- Rhino
- SolidWorks
- Keyshot
- HTML/CSS

- Webflow
- Python
- JavaScript
- Origami
- Protopie

Design Skills:

- Product Design
- UI/UX Design
- Industrial Design
- CMF Design

- Design Research
- User Testing
- Prototyping
- 3D Modeling and Rendering

- Model Making
- Web Design
- Video Editing
- Fundraising

Experience:

Bigtincan, Remote   **April 2023 – August 2023**
Product Designer
- Designed multiple Web app experiences e.g Brainshark Sales Enablement Learning & Coaching Platform, Sales Rep Scorecards, GenieAI™.
- Collaborated with the design system team by presenting the finished design for review to ensure the best use of components or the addition of any new components needed for the design.
- Worked as the lead designer alongside the research lead on GenieAI™.
- Created Icons within the 9 dot menu for the Web app experience.

Meta, NY @ Reality Labs   **Jul 2022 – Feb 2023**
Product Designer
- Designed and shipped UI interfaces on iOS and Android for an AR product focusing on creating an engaging out of box experience for users.
- Migrated design system and set standards for new design for 7 other design teams across the org and 22 engineers.
- Collaborated with engineers and designers on weekly bug-bashes, facilitated engineers and reduced turnaround time for landing changes by developing a system to communicate updates.
- Researched and identified opportunities for new products that are 3-5 years in the future and came up with proposals for the team to decide directions.
- Developed a ratings matrix for other incubator teams to measure confidence level for proposals.

TOUCH, NY   **Apr 2020 – Mar 2021**
Co-Founder
- Created a one-of-a-kind transparent puzzle that uses the sense of touch ratherthan sight to assemble.
- Generated MVP, estimated cost and communicated with manufacturers to cut down cost and increase profit.
- Pledged around $4,500 with 68 backers in a month on Kickstarter.

Industrial Designer - CA   **Sep 2019 – Jan 2020**
Freelancer
- Designed an ergonomic keyboard for a client to sell on Kono Store.
- Created 3D models, renderings and built different physical prototypes for clients to make decisions.
- Discussed production standards and plans with the manufacturer to minimize cost.

California Model & Design, CA   **Sep 2019 – Jul 2020**
Industrial Design Intern
- Built 3 different interior models for different clients in healthcare, law, and museums.