

Zonghao Mo

SKILLS

Software:

Rhinoceros
Solidworks
Grasshopper
Keyshot
Fusion 360
Figma
Adobe Suite

Technical:

User-Centered Design
Observational Research
Brand Language
CMF Design
Experience Design
Glass Making
Sewing

AWARDS

IDEA Awards - Bronze - 2024
Core77 Awards - Notable - 2024
IDEA Awards - Finalist - 2023
Google Design Sprint - Honorable
Mention - 2023
IDA Awards - Bronze - 2022

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EDUCATION

B.A. in Industrial Design

California College of the Arts - San Francisco, CA

2020-2023

EXPERIENCE

Industrial Design Intern (5 months)

Current

Fuseproject - San Francisco, CA

- Designed innovative products for international clients, with a focus on ergonomic solutions, component design, and materials selection.
- Collaborated on complex design projects, from concept development through to final rendering, ensuring seamless integration of aesthetics and functionality.
- Contributed to various product categories, handling design elements such as pattern creation, material finishes (CMF), and parametric design, while delivering high-quality visual presentations.
- Worked closely with engineering teams to optimize designs for manufacturability and mass production, maintaining a strong focus on user experience and performance.

Design Strategist (9 months-Web experience)

Since 2023

Mirwork.ai - San Francisco, CA

- Led the design strategy for an AI-driven interview platform, focusing on enhancing user experience for both B2B and B2C customers
- Designed the interface for the interview system and login page, while conducting comprehensive research to optimize website navigation and improve usability
- Planned and developed strategies for future user communities, defining engagement practices and fostering communication between users within specific areas
- Worked on long-term product architecture and business growth strategies

Self-employed Industrial Designer (1 year -Soft Goods)

Since 2023

MOT - San Francisco, CA

- Designed and developed a multifunctional soft goods backpack, addressing the specific needs of remote workers through user research, field visits, and interviews.
- Created and refined prototypes through hands-on paper mock-ups and fabric sampling, repeatedly testing for storage optimization, functionality, and durability.
- Led CMF selection, choosing the materials, colors, and finishes for the backpack's fabric, internal plastic components, and overall aesthetic.
- Worked with manufacturers to refine production and assembly methods, ensuring high-quality output and efficient processes.

Sponsored Class Industrial Designer (3 months - Wearable Electronics)

2022

Lenovo - San Francisco, CA

- Led user research to define future office work scenarios
- Developed innovative interaction models and multi-screen experiences to enhance communication and efficiency in future work environments.
- Worked closely with Lenovo design team to design AR glasses, ensuring alignment with Lenovo's design language and considering feasibility for future production.

Industrial Designer (9 months - Consumer Product)

2021

Tretar - Guangzhou, China

- Designed branded products, including coffee cups, portable coffee bottles, sculptures, and apparel.
- Developed prototypes, refined designs, and created production drawings for mass manufacturing.

Industrial Design Intern (3 months - Packaging)

2021

Centdegrés(France) - Guangzhou, China

- Designed luxury packaging, focusing on the form and aesthetics of high-end bottles and cosmetic products.
- Collaborated directly with clients to refine product design language, presenting hand-sketched concepts and iterating based on feedback.
- Produced manufacturable CAD models and delivered ultra-realistic renderings with finalized CMF options for production.