

# Zonghao Mo

Industrial Designer

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**monstergardendesign.com**

My passion is to create new ideas, free concepts from my mind, and bring them into the world. My skills are my tomorrow so I will never stop learning and growing into the future.

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## EXPERIENCE

### MOT

Industrial Designer

Explore MOT forms, create product patterns, research and select materials, minimize material usage, test the practical performance, and sew or bond product components.

San Francisco, United States  
Sep 2023 - Current

### Lenovo

Sponsored Industrial Designer

Collaborate with the Lenovo Beijing Design team to explore product solutions and redesign the using experience of AR glasses for future work place.

Beijing, China  
Aug 2022 - Dec 2022

### Tretar

Industrial Designer

Explore and analyze the company's primary user markets. Design and develop peripheral products. Collaborate with graphic designer to explore the printing and production of peripheral products.

Guangzhou, China  
Mar 2021 - Dec 2021

### Centdegrés

Industrial Design Intern

Collaborate with design strategists to explore solutions, rapidly sketch to showcase design details, complete 3D CAD for production, and create Realistic Renderings for product advertisements.

Paris, France  
Jun 2021 - Aug 2021

## ACHIEVEMENT

International Design Excellence Awards 2023 (IDEA)

"Epos" Public Installation / Student design

**2023 Finalist**

International Design Awards 2022 (IDA)

"Epos" Category: Design For Society / Design for Public Awareness

**2022 Bronze**

2023 Google Design Sprint

"Google Tone" Topic: Inclusive Design • Social Media • UX Design

**Honorable Mention**

## EDUCATION

California College of the Arts

B.A. in Industrial Design

San Francisco, CA  
Graduated in Dec, 2023

## SOFTWARE SKILLS

Rhinoceros  
Solidworks  
Fusion 360

Adobe Photoshop  
Adobe Indesign  
Adobe Illustrator

Arduino IDE  
Figma  
Mural

Grasshopper  
Keyshot  
Cinema 4D

## TECHNICAL SKILLS

Strategy & Research  
User-Centered Design  
Brand Language

Usability Testing  
Observational Research  
Experience Design

Sketching  
Prototyping  
3D CAD Making

Glass Making  
Sewing  
3D Printing