



Xuan Liu 刘玄

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Portfolio: xuandesign.me

Work & Education Experiences:

- 2021**
-2022
- **Industrial Designer, Designaffairs, Shanghai**
 - Designed sustainable installation for exhibition space of agronomy topic, collaborated with multi-disciplinary team.
 - Led concept design and assisted qualitative research for circular product innovation in China market, with focus of sanitary ware.
 - Designed system-oriented hardware interaction and VR prototyping for technology-driven autonomous service.
 - Researched consumer behavior and designed usability-improved hardware product for China market home appliances.
 - Assisted CMF design for consumer electronics.
- 2016**
-2020
- **Diplom(Master), Design, Hochschule für Gestaltung Offenbach a.M., Germany**
 - Academic design study in direction of integrated design and circular product design.
 - Graduation thesis: application of game design theory on behavioral design
 - Graduation project: system oriented circular consumer electronic concept & prototype
- 2019**
APR-OCT
- **Freelance Product Designer, Indeed-Innovation, Remote, Germany**
 - Led design phygital mental health toy concept, directed and made 3D visual concept.
- 2018**
-2019
- **Internship, Indeed-Innovation Hamburg, Germany**
 - Designed consumer electronics and CMF.
 - Designed consumer hygienic product and packaging.
 - Assisted interactive installation design
- 2010**
-2014
- **B.A, Industrial Design, Tsinghua University, Beijing, China**
 - Academic study with focus of industrial product design and sustainable homeware design.

Languages:

Mandarin: native speaker

English: daily professional communication

German: daily communication, B2 certificated

Skills and Tools:

Design research: Desktop research, stakeholder interview, focus group workshop, sacrificial concepts, data visualization and analysis with tableau

Design ideation & Form finding : Hand sketch, digital sketch, cocreation workshop, storyboard, mockup

Physical Prototyping : 3d printing FDM, SLA, MJF with various material, electronic prototyping with Arduino, circuit python, conventional model making processes, CMF design

Digital Prototyping : Potential user behavior simulation, hardware interaction prototyping in Virtual Reality with Unreal Engine 5

3D Modeling : Rhino, Solidworks, Fusion360, Grasshopper

3D Visualisation & Animation : Keyshot, Octane Render, Vray, Cinema4D, Blender

Web-Design : Layout, interaction and experience design and build with Webflow, Figma

2D Visualization: Adobe Creative Suit