



TYLER YUAN

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Product Designer
tyler-yuan.com

Education

ArtCenter College of Design

Bachelor of Science in Product Design | Business Minor
Pasadena, California | 2021 Aug – 2025 Dec

Experience

Freelance 3D Printing Service | Los Angeles, USA | 2022 – Present

Provided modelling, printing, and post processing services to schoolmates. Processed 40+ projects throughout my education.

Industrial Design Intern | Lenovo, Beijing, China | 2025 Jun – Aug

Integrated as part of a DIT [Design Innovation Technology] team to develop ideas for new products and accessories.

DiDi Sponsored Studio | ArtCenter | 2024 May – Aug

Collaborated to create the next generation robo-taxi, resulting in a complete VR demo experience for DiDi stakeholders.

Purina: Fancy Feast Sponsored Studio | ArtCenter | 2024 Jan – Apr

Part of a team to create a new on-brand publicity experience.

Skills

Design

Market Research | Concept Ideation | User Empathy | Sustainability
Form Development | Human Factors | Rapid Prototyping | CMF
AI Tools | Design for Manufacturing | Presentation

Software

CAD – Solidworks | Fusion 360 | Blender | Gravity Sketch | 3D Printing
Visualization – Adobe Suite | Affinity Suite | Keyshot | Figma
Certified Google AI Professional 2026

Language

English | Chinese

Hobbies

3D Modelling | 3D Printing | Consumer Electronics
Music | Video Games | Plastic Model Kits

Product Design Intern | Lenovo, Beijing, China | 2025 Jun – Aug

Worked as part of the DIT [Design Innovation Technology] department on four different projects.

Next Generation Foldable

With heavy focus on market research and concept ideation, the DIT department provided management with 10+ design directions based on current and projected future trends. I contributed several concepts for the next generation Lenovo device, and presented 3 of them to the Vice President of Design at Lenovo.

Lenovo Ecosystem Integration

The goal is the integrating different Lenovo product families into an intuitive ecosystem. Comprehensive research, 20+ concept sketches, 5 physical models, 2 material studies, and a presentation were created to pitch this idea to the DIT department head.

Gaming Tablet Accessory

Tasked with creating a protective case for a gaming tablet, I gathered a large amount of data through user interviews and surveys. I presented the summary to the team and suggest multiple solutions, backed by multiple rounds of rapid prototyping. My contributions were implemented on the final design.

DiDi Sponsored Studio | ArtCenter, USA | 2024 | May – Aug

Collaborated within a cross-disciplinary team to conceptualize a next generation robotaxi tailored for tourism in Los Angeles.

Strategic Research

Deep research into trends, self-driving technology, and possible critical friction points including passenger trust, vehicle hygiene, fleet security and passenger behaviour.

UI/X and Ecosystem Design

Contributed with several methods of AI agent and mobile app integration to optimize trip planning, reduce passenger anxiety and create seamless digital-physical interactions.

CAD Visualization

Spearheaded the interior design, created a detailed 3D model for the vehicle interior as well as multiple renders and animations to communicate spacial layout and user interaction.

Prototyping

With a 3D printer, several 1/32 scale models were fabricated to communicate spacial scale and to provide tactile evaluation in the design process.

Group Presentation

Pitched final concept directly to the sponsor, receiving high praise for innovation and user-centered solutions.