Alexis Pang Product Designer

Contact:

alexispang97@gmail.com

Location:

Pasadena, CA Chengdu, China

Social/Work:

IG @alexi_s_art

Profile:

I'm a LA-based product designer who focus on problem solving through creative paths.

Summary of Skills

Concept Development

- +Conduct primary research and collect and analysis data to target the problem; integrate research insight into relevant concept ideas
- +Quick concept sketch to visually communicate mind map and design directions
- +Branstorm product ideas; validate ideas through rapid prototyping and user test

Problem-solving

- +Engage in reflective and independent thinking; approach creative solution through research
- +Set up priority among daily tasks; improve productivity by multi-tasking
- +Seek opportunities to learn new things out of self-motivation

Problem-solving

- +Perform smooth communication with cross-functional teams; bridge information and understand the demands of different parties
- +Build mutual-trust connections within the team; create supporting environment among team the demands of different parties
- +Strong storytelling skills both verbally and visually

Professional Experience

Teaching Assistant of Prototype Process 1
ArtCenter College of Design, Pasadena, CA

Jan 2023 - Apr 2025

Product Design Internship

Qi Design Studio, Suzhou, China

Jan 2024 - Mar 2024

Awards & Recognition

ArtCenter College of Design Gallery:

Fall Term 2022

Prototype Process 1 Furniture Seat "Eames Lounge Chair"

ArtCenter College of Design Gallery:

Summer Term 2023 Ceramic Tools

ArtCenter College of Design Gallery:

Summer Term 2024

Muji Eating Out Set

ArtCenter UG Scholarship

2022Fall – present

Education

ArtCenter College of Design, Pasadena, CA

Bachelor of Science Candidate Product Design, 2026

Modeling Skills

- + Hands-on prototyping skill with various materials including wood, foam, acrylic, cardboard, styrene, etc
- + Spray paint finish
- + Laser cut
- + 3D print
- + Ceramics hand-build skills, glazing
- + Sewing skills

Digital Skills

- + Proficient in Mac and PC platforms
- + Adobe Illustrator, Photoshop, InDesign, Premiere Pro
- + 3D modeling with Solidworks, Rhino
- + Rendering with Keyshot, Vizcom (Al -Prompt)
- + Sketch with paper, Procreate, Photoshop
- + Figma
- + Softgoods 3D modeling with Clo3D

Language Skills

- + Mandarin(native)
- + English(fluent)

