Tianhao He

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EXPERIENCE

ByteDance
UX Design Intern
MAY — AUG 2021
Beijing, China

- Collaborated with the Design, PM, and R&D team to work on **Lark / Feishu**: the ToB collaboration and communication suite from ByteDance.
- Led Lark's new **instant messaging input design** and research to provide users with enhanced features and efficient experiences. The new design will be launched in late 2021.
- Participated in **confidential design projects** and provided constructional design feedbacks. **Multiple patents** were filed during the process.
- Participated in numerous Lark's quality of life and feature updates, and marketing campaign design.

ArtCenter Berlin
Web Designer
JUN 2020 — APR 2021
Pasadena, CA

- Designed the **website for the ArtCenter Berlin program** with the school's Exchange & Study Away department and ArtCenter Berlin faculties.
- Developed the website and a manageable CMS system for easy management and future content or projects update.

Freelance
Designer & Developer
JUN 2020 — Present

- Worked on a diverse range of projects, including motion design, web design, iOS App design & developing, Android icon packs, and more.
- Notable client - **Poparazzi**: Led the design of **Poparazzi's intro and marketing promo** campaigns, brand motion identity, and UI animations.
- Notable client - Bazhuayu: Ideated the brand's overall new visual identity and designed the brand's website.

PROJECTS

UBI
Personal Project
MAY — AUG 2020

- Researched and designed a traveling service where users are prompted to explore new places, record their memories, and create shared experiences with friends.

ECRecycle
Team Project
MAY — AUG 2019

- Cooperated with other 3 designers and created a communal volunteer-led service that improves recycling quality and recycling rate around local communities in the US.

EDUCATION

ArtCenter College of Design
JUN 2018 — Present, Pasadena, CA

Bachelor of Science in Interaction Design
GPA: 3.78 / 4.0

SKILLS

Industry Knowledge

Human Centered Design, Prototyping and Wireframes, User Research and Testing, Persona and User Scenario, Information Architecture, Graphic Design, Front-end Design and Developing, Physical Computing, Motion Graphic Design, 3D Modeling and Rendering

Design Tools

Figma, Sketch, Webflow, ProtoPie, Principle, Adobe Suite, Cinema 4D, Octane Render, Rhino, Solidworks, KeyShot, Final Cut Pro X

Develop

HTML/CSS, JavaScript, Processing, p5.js, Python, Swift & SwiftUI, Particle IoT

RECOGNITION

ArtCenter Provost's List	2021
ArtCenter Gx Motion Gallery Nomination	2020
ArtCenter Gallery Nomination	2019
IxD Department Scholarship	2019