



# Tianhao He

Interaction Designer

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## 🕒 Experience

### ByteDance

May '22 – Aug '22  
Mountain View

May '21 – Aug '21  
Beijing

### Product / UX Design Intern

Collaborated with the design, PM, and engineering team to work on [Lark](#) / [Feishu](#): the ToB office collaboration and communication suite from ByteDance. Helped to define the new features of the next-gen Lark and participated in the globalization effort, multiple quality-of-life feature updates, and different confidential design projects.

### Interactivism

Nov '21 – Feb '22  
Remote

### Contract UI / UX Designer

Helping [Interactivism](#)'s clients to develop beautiful, practical, and future-proof products and services.

### ASUS

Sep '21 – Dec '21  
Pasadena

### Sponsored Project Designer

Collaborated with fellow product and interaction designers and helped [ASUS ROG](#) to reimagine the future of AniMe Matrix, portable gaming laptop, and gaming community in 2025.

### ArtCenter Berlin

Jun '20 – Apr '21  
Remote

### Web Designer

Designed and deployed the main website for the [ArtCenter Berlin](#) program with the school's Exchange & Study Away department, allowing students to discover more about the program and faculties to maintain the website more easily.

### Freelance

Jun '16 – Present

### Designer & Developer

Worked on a diverse range of projects, including motion branding, and web design. Notable clients include [Poparazzi](#), [HyperCard](#), [Lolly](#), and more.

## 🎓 Education

### ArtCenter College of Design

09/18 – Present  
Pasadena

Bachelor of Science  
Major in Interaction Design

GPA: 3.8 / 4.0

## ✂ Skills

### Industry Knowledge

User Interface Design  
User Experience Design  
Interaction Design  
Wireframing / Prototyping  
Graphic / Visual Design  
VR / MR Prototyping  
Front-end Design & Developing  
Physical Computing & Prototyping  
2D / 3D Motion Graphic Design

### Design

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

### Prototyping / Developing

HTML/CSS, JavaScript, Unity, C#, Swift, SwiftUI, Processing, React.js, p5.js, Python, Particle IoT

## 🌟 Recognitions

ArtCenter Provost's List	2021, 2022
ArtCenter Gx Motion Gallery Nomination	2020
ArtCenter Gallery Nomination	2019
IxD Department Scholarship	2019

## 🗣 Languages

<b>English</b>	<b>Mandarin Chinese</b>
Professional	Native