

Kuangming Qin

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Summary

Six years of academic and project experience; Skilled in user research, UI design, product design, CAD, rapid prototyping, and visualization; Emphasis on innovative and interaction-driven product design.

Portfolio

<https://kmaqin.com>

Education

MFA - Industrial and Product Design

University of Illinois at Urbana-Champaign • Champaign, IL
05/2024
GPA: 3.87

BFA - Industrial Design

University of Illinois at Urbana-Champaign • Champaign, IL
05/2021
GPA: 3.33

Experience

Internship - Product Designer

MilliporeSigma • Burlington, MA
09/2023 - Present

- **Details unavailable due to NDA*
- **Product Design**
 - Performed market research, competitor analysis, and user studies to identify needs, trends, and differentiation opportunities.
 - Synthesized insights into decision trees and conducted risk/value analyses to spot high-potential product prospects.
 - Conceptualized and proposed new product designs, defining key features, functionalities, and HMI.
- **Interface Design**
 - Initiated a unified mobile device interaction protocol with an adaptive hardware-software integrated interface for an enhanced product ecosystem and business plan.
 - Collaborate with engineers to develop and prototype new user interfaces for upcoming products using Figma and conduct usability tests to validate and refine the UI/UX.
- **Industrial Design**
 - Assisted senior designer in exploring and defining the future product design language, focusing on visual communication, color, CMF, and HMI.
 - Experimented with the product design language by applying conceptual designs to current products and evaluating each variation.
- **Package Design**
 - Designed the sustainable packaging for the upcoming product.
 - Conducted UX evaluations for prototype variations and competitors, quantifying results and ranking concerns and features to drive design improvements.

MFA Thesis Project - Interaction Designer

UIUC • Champaign, IL

08/2022 - 08/2023

- <https://kmaqin.com/autosphere/>
- Build a human-vehicle interface for L3 and L4 autonomous vehicles, allowing drivers to control or change vehicle automation through an intuitive and effective interface.
- Develop and execute A/B usability tests using Unreal Engine 5 to quantify user experiences and determine the optimal choice.
- Design the interface's controller using Fusion360, and assess ergonomics through 3D printing.
- Evaluate CFM with Keyshot and 3D printing to create a technically sound and aesthetically pleasing solution.
- Prototype and animate the hi-fi user interface with Adobe XD, Apple Motion, and FCPX.

Industrial Designer

HDCL Lab, UIUC • Champaign, IL

07/2021 - 05/2022

- <https://kmaqin.com/miapure/>
- Industrial design and user interface design for the developing motorized wheelchair prototype.
- Collaborate with the engineering team to create up-to-date iterations.
- Engineer a low-cost, modular, lightweight assembly ensuring the shroud's stability and modularity using Fusion360.
- Introduce magnetic attachment for fast swap and dis/assembly for engineers.
- Produce all components utilizing 3D printing and laser cutting, ensuring target quality is met even under a restricted budget.
- Design interfaces for the developer and the user.

Art and Publicity Director

UIUCCSSA • Champaign, IL

04/2019 - 04/2021

- <https://kmaqin.com/#graphicdesign>
- Corporate three teams (Social Media, Art & Design, and Copywriting) to give formal publicity to and promote campus events for Chinese students and scholars.
- Create and scrutinize social media content for an audience of over 13,000 subscribers, encompassing diverse mediums such as commercials, articles, graphics, posters, and video content.
- Design visual language, posters, flyers, and gifts and produce films and commercials for significant events.
- Directed, filmed, and produced the online 2021 festival event for over 1000 audiences.

Internship - UX Researcher and Concept Designer

Toshiba, Midea Group (China) • Foshan, Guangdong

06/2019 - 08/2019

- <https://kmaqin.com/smartlt/>
- Conduct user research, present concept designs for the company's product lines, and propose future design solutions.
- Analyze the backgrounds, habits, family structures, and feedback of over 150 users to depict target customers and identify their preferences accurately.
- Perform an analysis of competitors and market demand to identify unexplored opportunities in the market.
- Introduce three new features: Hidden UV light Sanitization, Seat LED Indicator, and Adjustable Controller. Two features (Seat LED Indicator and Adjustable Controller) have been applied to the current products.

Skills

Product Design, Interaction Design, Industrial Design, User Research, Data Processing, Team Management

Proficient Software

Interaction Design: Figma, Adobe XD, Unreal Engine

Coding: HTML, Python (NLTK, Pandas, Matplotlib), Apple Swift

Graphic Design: Photoshop, Illustrator, Stable Diffusion

Prototyping & Visualization: Fusion 360, Solidworks, Blender, Keyshot

Languages

English, Mandarin Chinese
