

# Kuangming Qin

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## Professional Summary

Designer specializing in industrial, product, and interaction design with skills in user research and rapid prototyping. Experienced in project and team management focusing on innovative products that blend physical and digital experiences.

## Education

<b>Cornell University</b> <i>Master's, Information Science</i>	<b>08/2024 - 05/2025</b>
- Curriculum: HCI design (Team Leader), Game design (Team Leader), Physical Prototyping (Team Leader), Data visualization, Human-AI Interaction	
<b>University of Illinois - Urbana-Champaign</b> <i>Master's, Industrial Design</i>	<b>08/2021 - 08/2024</b>
- Curriculum: Industrial design, Design engineering, Interaction design, Data processing,	
<b>University of Illinois - Urbana-Champaign</b> <i>Bachelor's, Industrial Design</i>	<b>08/2017 - 05/2021</b>
- Curriculum: Industrial design, Graphic design, Human-centered design, Psychology.	

## Professional Experience

<b>MilliporeSigma</b> <i>Product designer</i>	<b>Burlington, MA, USA</b> <i>09/2023 - 08/2024</i>
- Developed a unified design language for digital UI, physical device interfaces, and industrial aesthetics across Millicell Cloud Service and hardware, supporting consistent user experiences.	
- Created intuitive interfaces and dashboards in Figma, translating complex scientific data into user-friendly visualizations and interactions adaptable to various devices and contexts (project tracking, measurements, data management).	
- Conducted usability studies and Voice of Customer (VOC) interviews, integrating user insights into iterative improvements for device functionality and interfaces.	
- Partnered with engineering for design implementation and quality assurance, ensuring consistency and pixel-perfect delivery of complex scientific interfaces.	
- Accelerated development cycles using 3D printing, augmented reality (AR), and 3D scanning for efficient validation of design concepts.	
- Designed ergonomic, manufacturable laboratory instruments (handheld devices, cell-nesting tools) emphasizing cohesive CMF strategies, and optimized packaging for usability, brand consistency, sustainability, and cost-efficiency.	
<b>HDCL Lab, UIUC</b> <i>Industrial designer</i>	<b>Champaign, IL, USA</b> <i>07/2021 - 05/2022</i>
- <a href="https://kmqin.com/miapure/">https://kmqin.com/miapure/</a>	
- Collaborated with engineers to design shrouds and user interfaces for a motorized wheelchair prototype.	
- Engineered a low-cost, modular shroud assembly ensuring stability and modularity using Fusion360; introduced magnetic attachments for quick assembly and produced components via 3D printing and laser cutting, meeting quality targets within budget constraints.	
<b>Midea Group</b> <i>UX and concept designer</i>	<b>Foshan, GD, China</b> <i>06/2019 - 08/2019</i>
- <a href="https://kmqin.com/smartlt/">https://kmqin.com/smartlt/</a>	
- Conducted UX research and presented concept designs for product lines. Analyzed data from 150+ users to identify preferences and target customers.	
- Performed competitor and market analysis to find new opportunities.	
- Introduced three features—Hidden UV Sanitization, Seat LED Indicator, and Adjustable Controller—two of which were implemented in current products.	

## Projects & Outside Experience

<b>MFA thesis project - Human Autonomous Vehicle Interface</b> <i>HMI designer</i>	<b>08/2022 - 08/2023</b>
- Built comprehensive digital interface for L3 and L4 autonomous vehicles using user-centered design methodology, creating intuitive UI for vehicle automation control	

- Developed and executed A/B usability tests using Unreal Engine 5 to quantify user experiences and determine the optimal choice.
- Designed the interface's controller using CAD (Fusion360) and assessed ergonomics through 3D printing.
- Evaluated CFM with Keyshot and 3D printing to create a technically sound and aesthetically pleasing solution.
- Prototyped the hi-fi user interface with Adobe XD, Apple Motion, and FCPX.
- [Link to project](#)

**Cornell Course Project - Polar Drawing Robot**

02/2025 - 05/2025

*Robot designer*

- Designed a polar-style drawing robot in Fusion 360, producing almost all structural components through 3D printing
- Created a unique motion system with stationary motors and a minimal footprint, balancing mechanical design simplicity with workspace coverage
- Developed ESP32 firmware implementing coordinate transformation algorithms for the polar mechanism, enabling interactive drawing capabilities
- Fabricated the entire mechanical assembly using 3D printing, including arm segments, joints, motor mounts, pen mechanisms, and housing components
- [Link to project](#)

**UIUCCSSA**

04/2019 - 04/2021

*Creative director*

- Designed visual materials and produced films for major events
- Led three teams (Social Media, Art & Design, and Copywriting) to promote campus events for Chinese students and scholars.
- Created content for 13,000+ subscribers across various media, including commercials, articles, graphics, and videos.
- [Link to project](#)

**Skills**

**Digital Product Design:** Figma, Adobe XD, Adobe Illustrator, Adobe Photoshop

**Industrial Design:** CAD (Fusion360, SolidWorks), Keyshot, Nomad Sculpt, Blender

**Graphic Design:** Adobe Creative Suite, Affinity Designer

**Development:** Python, IDE, HTML/CSS

**Research:** User Interview, Usability Testing/Engineering, Journey mapping, Competitive analysis

**Award**

2024 IDSA Student Merit Award, IDSA Graduate Midwest District