Zerong Yang

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SKILLS

2D

Digital Drawing Photoshop Illustrator InDesign Figma Premiere Pro

3D

SolidWorks Rhino NX CAD KeyShot Meshmixer

Prototyping

3D Scanning 3D Printing Laser Cutting CNC Machining Casting Basic Machining Skills

Material Processing

Metal Wood Glass Ceramics Plastic Resin Leather

Language

Mandarin English

EDUCATION

Master of Design | 2022 Spring | University of Washington - Seattle Major: Industrial Design Additional Program: Technology Entrepreneurship Certificate (TEC) Overall GPA: 3.68/4.0

Bachelor of Science | 2019 Spring | Virginia Polytechnic Institute and State University

Major: Mechanical Engineering Minor: Industrial Design Overall GPA: 3.50/4.0 Honors: Dean's List with Distinction standing; Graduated with Latin Honors

WORK EXPERIENCE

Clink Design - Industrial Designer, November 2022 - Now

- Directed R&D initiatives from concept through design, prototyping, and manufacturing, culminating in the filing of two patents and the successful market launch of the Clink Clicker.
- Generated innovative and patentable solutions to design challenges, enhancing product functionality and user experience.
- Achieved distinction with four prestigious design awards: IF Design Award, IDA Design Awards, European Product Design Award, and French Design Awards.
- Partnered with engineers to deliver 3D models for plastic injection molding, balancing CMF design with cost, resulting in aesthetically and economically optimized products.
- Established a reliable supply chain with suppliers and manufacturing facilities.

Brinc Drones - Industrial Design Intern, August 2022 - November 2022

- Designed and modified four drone attachments for high-volume 3D printing manufacturing.
- Completed a unique tool design for both 3d printing and injection molding production.
- Collaborated with mechanical engineers to validate and test the 3D printed parts.
- Assisted in creating concept sketches for the new drone product.
- Expanded knowledge of freehand drawing, surfacing modeling, 3D printing, and injection molding

Puncture Robotic - Industrial Design Intern, June 2021 - August 2021

- Worked with cross-functional teams to develop and modify hair transplant, blood collection, and puncture robots.
- Designed the hair transplant robot from scratch to finished models and renderings. Collaborated with a structural engineer to build the prototype.
- Engaged in in-depth interviews with nurses and in-context observations at the hospital for the blood collection robot. Performed a human factors analysis and modified the model.
- Redesigned the appearance of the puncture robot frontend while ensuring functionality.