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   View Case Study
- Collaborated with product managers and engineers to enhance Lark / Feishu, ByteDance's enterprise software suite for office collaboration and communication.
- Contributed to the globalization effort, promoted strategic visions aligned with business requirements and user needs.
- Defined and delivered new features reaching millions of users around the globe.
- Participated in quality-of-life updates and multiple confidential design projects.

Interactivism
Nov'21 — Feb'22
Remote

Contract UI / UX Designer
- Collaborated closely with client of Interactivism to enhance the functionality and aesthetic appeal of their upcoming products and services.
- Contributed to the ideation and implementation of the design system and features.

ASUS
Sep'21 — Dec'21
Pasadena

ArtCenter Sponsored Project Designer   View Case Study
- Collaborated with a team of product and interaction designers to envision the future of ASUS ROG's AniMe Matrix, portable gaming laptops, and the broader gaming community in 2025.

ArtCenter Berlin
Jun'20 — Apr'21
Remote

Web Designer
- Collaborated with the Exchange & Study Away department to design and deploy the primary website for the ArtCenter Berlin Exchange program.
- Established the web design allowing students to explore program offerings intuitively while enabling faculty to easily maintain the site.

Freelance
Jun'16 — Present

Designer & Developer
- Worked on a diverse range of projects encompassing motion design, branding, and web design.
- Notable clients include startups like Poparazzi, HyperCard, Lolly, and more.

🎓 Education

ArtCenter College of Design
Sep'18 — Apr'23
Pasadena

Bachelor of Science
Major in Interaction Design

GPA: 3.85 / 4.0, with Distinction

🛠 Skills

Industry Knowledge
User Interface Design
User Experience Design
User-Centered Design
User Research & Testing
Persona & User Flow Development
Wireframes & Mockups
Low to High Fidelity Prototyping
Design Thinking & Methodology
Graphic Design
Data Visualization
2D / 3D Motion Design
XR Prototyping
Front-end Design & Developing
Physical Computing

Design
Figma, Sketch, Webflow, Adobe Creative Suite, ProtoPie, Principle, 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	2020 — 2022
ArtCenter Gx Motion Gallery Nomination	2020
ArtCenter Gallery Nomination	2019
IxD Department Scholarship	2019

🗛 Languages

English	Mandarin Chinese
Professional	Native