

Ming-Li Chang *Designer*

Education

ArtCenter College of Design
(Fall 2017-Fall 2021)
Pasadena, CA, USA
Bachelor of Science in Product Design

Professional Experience

Designer, Cory Grosser + Associates
(Spring 2022 - Fall 2023)
Pasadena, CA, USA
Full-time designer participating in all aspects of the studio's furniture design process and helped develop then new studio website

Industrial Design Intern, Sampara Design
(Fall 2020 - Spring 2021)
Shanghai, China
Part of the design team that participated in creating design solutions for product design and branding strategy

Freelance Collaborator, Graft Brandlab
(Summer & Fall 2020)
Berlin, Germany

ArtCenter Peer Coach
(Summer & Fall 2020)
Pasadena, CA, USA

Product Design Intern, S.Point Design
(Summer 2020)
Shanghai, China
Participated in conceptualizing innovative ideas for brands such as Huawei

Sponsored Student Project, TestLab Berlin
(Spring 2020)
Berlin, Germany
Sponsored by NYC&Company and VisitBerlin
Product design, UI, UX, and branding for new traveling experience

Teaching Assistant
(ArtCenter Spring 2019)
Pasadena, CA, USA
Assisted in teaching 3D Modeling

Shows & Awards

WantedDesign ICFF 2023
(Launchpad)
Best of Launchpad Finalist

Design Shanghai 2023
(Talents)
One of twenty-two hand picked emerging designers to showcase their newest designs

Skills

3D Modeling/Rending Programs
Proficient in Solidworks, Keyshot, Sketchfab, etc.

Proficient in Adobe Creative Software
Photoshop, Illustrator, Indesign

Volunteer Experience

Jacaranda School for Orphans
(2016)
Blantyre, Malawi
Fundraised and taught at the school

Habitat for Humanity
(Fall 2015)
Chitwan, Nepal
Finished building a house for a family in need

Languages

English (native)
Chinese (native)
French (intermediate)

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