

Jhiah Rou (Iris), Sun *Product and UX Designer*

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EXPERIENCE

Creative Director and Content Creators, WABI SABI Plants Mar 2021 – present | New York (Hybrid)

- Achieved a growth of 3K followers to 7K on Instagteam, and researched target users' preferences to aid in product development.
- Shape brand standards and create procedures to ensure all products are brand-appropriate.
- Evaluating trends, assessing new data, and keeping up-to-date with the latest promotion strategies

Creative Technology STEAM Expert, The GIANT Room Nov 2021 – Aug 2022 | New York

- Led STEAM workshops for kids who have big ideas and are eager to develop their creative skills.
- Conducted research, developed, and organized instructional content for STEAM classes and online learning videos.
- Designed and developed installations and projects for the GIANT studio using a variety of technology tools.

Product Designer, Bedshe International Co., Ltd. Dec 2021 – Jun 2022 | New York

- Researched the market and user needs to develop design concepts, then identified and problem-solved end-user needs.
- Collaborated and communicated with other departments such as engineers and marketing team to drive projects to completion.
- Supported projects needs to help facilitate design decisions, visualize research data, and create low to high fidelity prototypes.

Product Design Intern, Spacey Studios Apr 2021 – Jun 2021 | New York

- Researched and explored sustainable materials for artworks, assisted with contacting manufacturers, discussing prices, and requesting samples.
- Revamped packaging from brainstorming through conception. Implemented a more cost-effective design that better reflected the brand's identity.
- Contributed to the development of new products and future design projects with the COO.

Production & Product Development Intern, Undefined Jewelry Jun 2020 – Aug 2020 | New York

- Supported the development and traceability of assigned products in close collaboration with the brand owner and design team.
- Designed visual content for the upcoming jewelry collection, including website content and lookbooks.
- Created 2D/ 3D design files and edited the final product photography for the jewelry collection.

Student Technician, Parsons School of Design Sep 2019 – May 2020 | New York

- Supervised students in CNC machining, 3D printing, laser cutting, and 3D design.
- Assisted students with their projects, helped them with any design challenges, and expedited the fabrication process for them.
- Managed the schedule of the digital tools department's productions, meetings, orientations, and individual consultations with students, and ensured projects and events were completed on time.

EDUCATION

Georgia Institute of Technology, Master of Science, Human Computer Interaction Major Aug 2022 – present | Atlanta, United States

Parsons School Of Design, Bachelor of Fine arts, Product Design Major Aug 2017 – May 2021 | New York, United States

DIS Copenhagen, Furniture Design Program, Study abroad in Scandinavia Jun 2019 – Aug 2019 | Copenhagen, Denmark

SKILLS

Design

Interaction Design • Wireframing • Low-High Fidelity Prototyping • User Flows • Empathy / Journey Mapping • 3D Modeling/ Printing • Visual Design • Product Development • Concept Sketching • Physical Prototyping • 3D Rendering

Research

User Research • Usability Testing • User Interviews • Survey Design • Qualitative Coding • Affinity Mapping • Persona • Heuristic Evaluation

Tools

Figma • Adobe Suite • Microsoft Word • Qualtrics • Rhino • Miro • Keyshot • Fusion 360