

# Enhao Wang

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Industrial Designer

Website: [www.enhaow2.design](http://www.enhaow2.design)

Education

September 2022 - December 2026

ArtCenter College of Design, Pasadena, California  
Bachelor of Product Design | GPA: 3.3 | Scholarship: \$20,000

Key Courses

Product Design 1-4: Acquired and mastered core design skills, including user-centered approaches.  
Design Lab 1: Based on PD 1-4, practicing more on Branding & Styling.  
3D Modeling 1-3, Mastering Keyshot: Gained proficiency in KeyShot and 3D modeling techniques.  
Visual Communication 1-4: Visual expression.  
Prototype Process 1-2, Race Kart, Material & Method: Proficient in physical model production processes.

Internship Experience

Bosch Thermo-technology (MKD-SHN), Shanghai - Industrial Design Intern February 2025 - August 2025

- Supported exterior design development for heat pumps, water heaters, air conditioners, and air purifiers under real engineering and manufacturing constraints;
- Developed and refined production-oriented 3D CAD models in collaboration with engineers, focusing on form logic, part breaks, and assembly feasibility;
- Assisted with product manuals, catalogs, and visual materials to communicate design intent across teams.

Relevant Experience

Race Kart Project May 2024 - August 2024

- Designed and built a fully drivable race kart in a two-person team, leading mechanical layout, power system, steering system integration, and physical prototyping;
- Developed and tested a hand drill-powered drivetrain by modifying bicycle transmission systems, optimizing load paths and reducing frame weight through material selection and woodworking.
- Iterated through physical testing and refinements, resulting in a reliable drivable prototype that achieved pole position in final faculty evaluation.

3D Printing Studio

October 2023 - Present

- Founded a small 3D printing studio with classmates, offering high-cost-performance printing services in comparison to the school's studio; attracted customers by offering value-added services, such as optimizing 3D models and print files, providing design suggestions;
- Achieved about \$2,000 in revenue within three weeks at the end of the semester, establishing a good reputation among students; proficient in 3D printing processes; expert in Bambu Lab Studio and other printing programs.

Trudon Fire Pit

- Designed a conceptual luxury fire pit for French luxury fragrance brand Trudon, exploring the brand's heritage of craftsmanship, ritual, and sensory experience into a contemporary outdoor living product;
- Led the industrial design from early concept development through form exploration, CMF strategy, and product detailing, focusing on how fire, scent, and materiality could create an intimate and ritual-driven user experience;
- Developed multiple design directions through hand sketches and iterative 3D CAD modeling, structural logic, and surface transitions to balance Trudon's classical identity with modern manufacturing considerations;
- Explored materials, finishes, and construction strategies to ensure durability, heat resistance, and visual longevity, while maintaining a sculptural presence suitable for premium residential and hospitality environments.

Stone Island AR Goggles

March 2024 - April 2024

- Independently developed a conceptual AR goggles design aligned with Stone Island Research Lab aesthetics, translating brand values into form, CMF, and manufacturable surface geometry.
- Communicated concepts through hand sketches and visual renderings, followed by detailed SolidWorks surface modeling and high-quality KeyShot renders.

Honors

- ArtCenter Work Shop Gallery | Marshall "Silvalyte" speaker design and prototype project: Prototype Process 2 January 2023 - April 2023
- ArtCenter Student Gallery | Moving Toy Project: Mazda Miata | 3D Modeling 1 November 2023 - December 2023
- ArtCenter Student Gallery | Coffee Grinder Redesign: Valve Coffee Grinder | 3D Modeling 1 September 2023 - December 2023
- ArtCenter Student Gallery | Nike Design Project: Nike Loxo Golf Camera | Product Design 4 May 2024 - August 2024

Skills

- Core Design Skills**  
Graphic design, concept development, visual communication, user-centered design, teamwork, collaborative problem-solving, and aesthetic decision-making.
- 3D Modeling**  
SolidWorks, Gravity Sketch, Shapr3D, Bambu Lab Studio, Keyshot, 3D Printing, engineering and manufacturing processes
- Visual and Digital Tools**  
Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Procreate, Figma, Notion, Miro, CapCut, 2D sketching
- Physical Model Making**  
Skilled in rapid prototyping, refined appearance models, and optimizing user experience through testing, laser cutting, CNC cutting, sewing
- Language Skills**  
Chinese - Mandarin (Native) | English (Fluent)