

Enhao Wang

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Industrial Designer

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Education

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

September 2022 - December 2026

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
- ArtCenter Student Gallery | Moving Toy Project: Mazda Miata | 3D Modeling 1
- ArtCenter Student Gallery | Coffee Grinder Redesign: Valve Coffee Grinder | 3D Modeling 1
- ArtCenter Student Gallery | Nike Design Project: Nike Loxo Golf Camera | Product Design 4

January 2023 - April 2023

November 2023 - December 2023

September 2023 - December 2023

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)