

CURRICULUM VITAE

PRODUCT DESIGNER

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WORK EXPERIENCE

Jan 2024 - Jun 2024	Design Intern (Full-Time) Studio Samira Boon - Amsterdam, Netherlands - Textile Design, Product Production, Graphic Design
Apr 2023 - Mar 2024	Magazine Editor (Part-Time) Hogeschool Rotterdam - Rotterdam, Netherlands - Magazine design, Content Editing and Interviews
Sep 2020 - Aug 2021	Business Personnel for Fabric Export (Full-Time) Gloritex Co., Ltd - Taipei City, Taiwan - Communication between Mills and Schoolwear Firms
Dec 2017 - Jul 2018	Research and Development Assistant (Full-Time) Yung Ming Embroidery Corp. - New Taipei City, Taiwan - Sample Making and Embroidery Design Participation
Nov 2017- Nov 2017	Design Assistant, Marketing Assistant (Full-Time) Precious Co., Ltd - New Taipei City, Taiwan - Product Style Illustration and Contact with Potential Clients

SKILLS

Photoshop:	●●●●●●
Illustrator:	●●●●●●
InDesign:	●●●●●●
Adobe XD:	●●●●●●
Premiere:	●●●●●●
After Effects:	●●●●●●
CorelDRAW:	●●●●●●
Sketch:	●●●●●●
Maya:	●●●●●●
Blender:	●●●●●●
SketchUp:	●●●●●●
Clo3D:	●●●●●●
3DCoat:	●●●●●●
Fusion 360:	●●●●●●

EDUCATION

Sep 2021 - Jul 2025	BA Product Design Willem de Kooning Academy - Rotterdam, The Netherlands
Sep 2018 - May 2019	3D Product Spatial Design Foundation Diploma University of the Arts London - Greater London, United Kingdom
Sep 2012 - Jul 2017	International Baccalaureate Diploma Beijing No.55 International School - Beijing, China



PORTFOLIO
2025

AGGI-
ECHAN

WHY: Replacing the generic black napkins previously in use, this set of leather coasters was created for Kyatcha, a Japanese restaurant in Rotterdam. Inspired by the delicate aesthetics of wagashi, the coasters were designed to pair with their signature cocktail, enhancing the sense of exclusivity and introducing a refined, fashionable dining experience.

SKILLS: Client Communication, Prototyping, Design Problem-Solving, Brand Identity, Laser Cutting/Engraving



TABLE BLOSSOM

2024

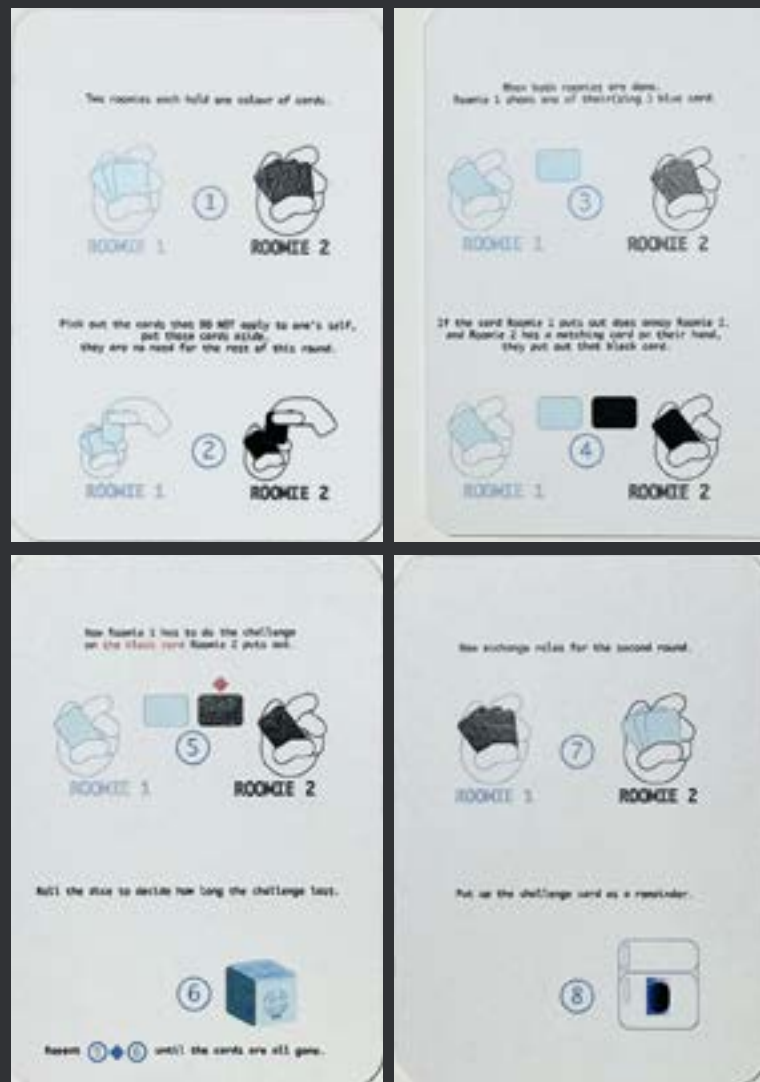


WHAT: Table Blossom is a set of leather coasters presented in packs of five, each with a unique pattern inspired by traditional Japanese confectionery, wagashi. The same inspiration also guided the packaging design, which features a small slit that reveals the coaster pattern inside. Beyond their visual appeal, the coasters replicate the practical benefits of single-use napkins: they are lightweight, flexible, water-absorbent, slip-resistant, and easy for waiters to carry when serving drinks.

WHY: The assignment was to create an innovative map. To us, the core of a map is about taking someone to a destination. We decided to explore such a conceptual aspect of our subject and construct an ultimate map to becoming good roommates.

WHAT: ROOMIES is a card game that tackles bravely into conflicts between people who live under the same roof. Only two players are allowed per round, one presents the card “one of my bad habits is...”, and the other presents “it annoys me when...”. If their cards match, the former has to undergo a challenge for the time frame decided by dicing.

SKILLS: First-hand Research, Prototype Testing, Teamwork, Card Prints



ROOMIES²⁰²²



SPACESHIFT 2023

SKILLS: 3D Modelling, 3D Rendering, Blender, 3D Printed Prototype, Adobe Premiere Pro, Sound Design, Speculative Design, Logo Design

WHY: The future of office tools is about smoothing the transition between online and offline workflow, in which case it also indicates the need for an easy transition between digital and physical operation. To ensure a good physical performance and offline presence, we must redefine our relationship with the tools connecting us to the online world.

WHAT: SpaceShift is an ongoing project focused on reimagining office tools. It consists of three key components: a large working panel, an air mouse, and a single-hand keyboard. The panel expands the workspace, encouraging greater movement during tasks. The air mouse and keyboard serve as intuitive supports, ensuring seamless user interaction with the panel. Together they provide a new fundamental system for digital operation.



WHAT: LES-FUL is a pair of shoes that is made 100% from Artex's leftover curtain fabrics. Its mono-materiality aligns with the growing sustainable approach in the design industry, as it makes products easier to recycle.

WHY: The dutch curtain company Artex was looking for a design to give their seasonal residual fabrics a second life

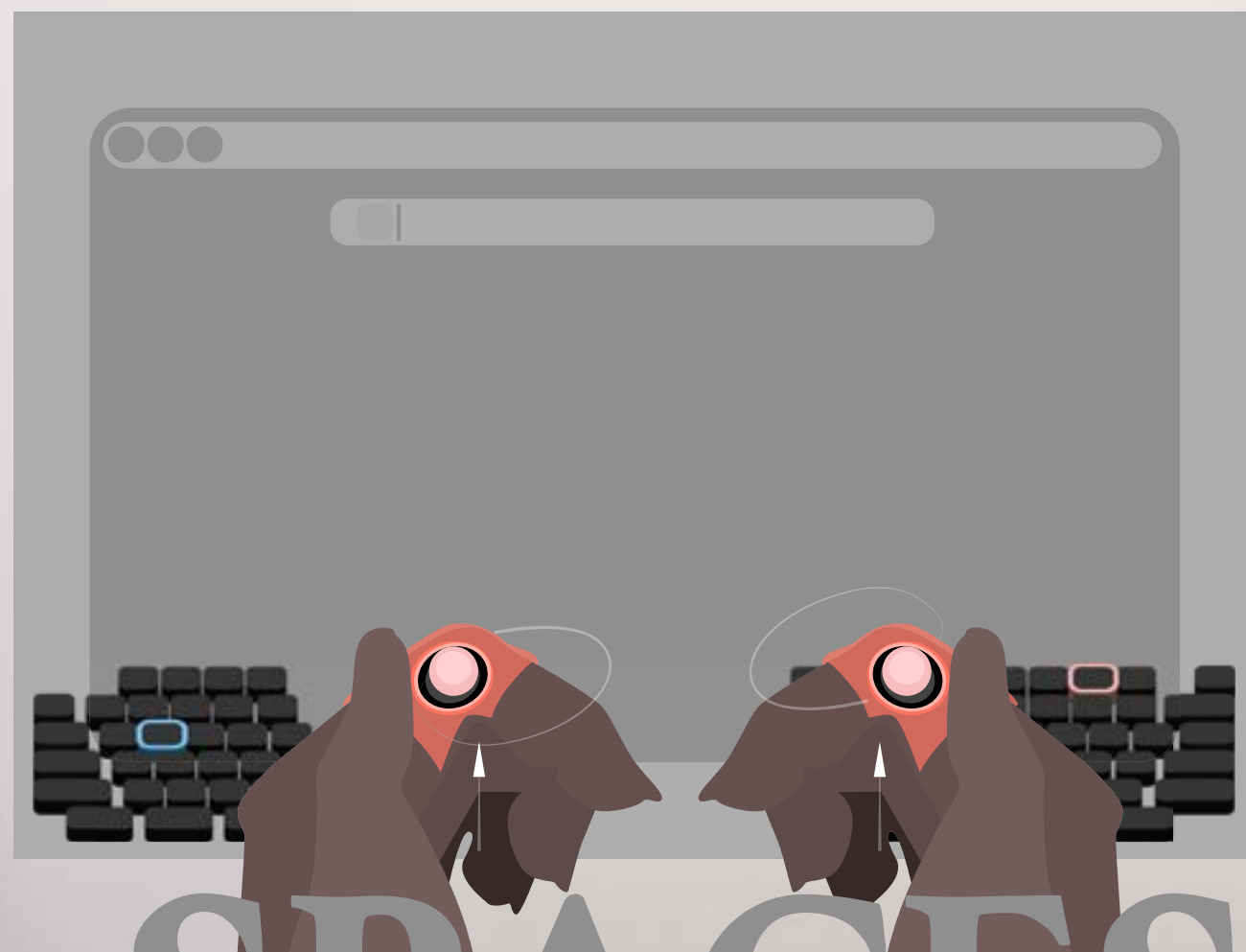
LES-FUL

SKILLS: Sewing machine, shoe design, logo design, branding

WHY: While the tech industry continues to prioritise cognitive connection from screen to screen, our bodies remain confined behind desks. This project explores the question: How can we (re)invent a peripheral to give office workers greater physical freedom in front of screens?

WHAT: SpaceShift020 is a reimagination of computer mice, keyboards and the underlying logic of how we interact with them, offering office workers a more seamless experience within the digital ecosystem.

SKILLS: 3D Printed Mould, Hardware Engineer, Soldering, 3D Printed Prototype, System Illustration, Arduino Coding, Infography Illustration, Hand-Sketch, Adobe XD, User Experience Test Design, Questionnaire Design



SPACESHIFT020

2024

LONG LEGS²⁰²³

WHY:

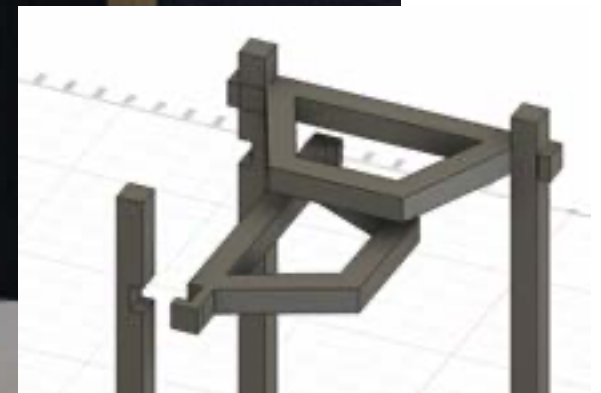
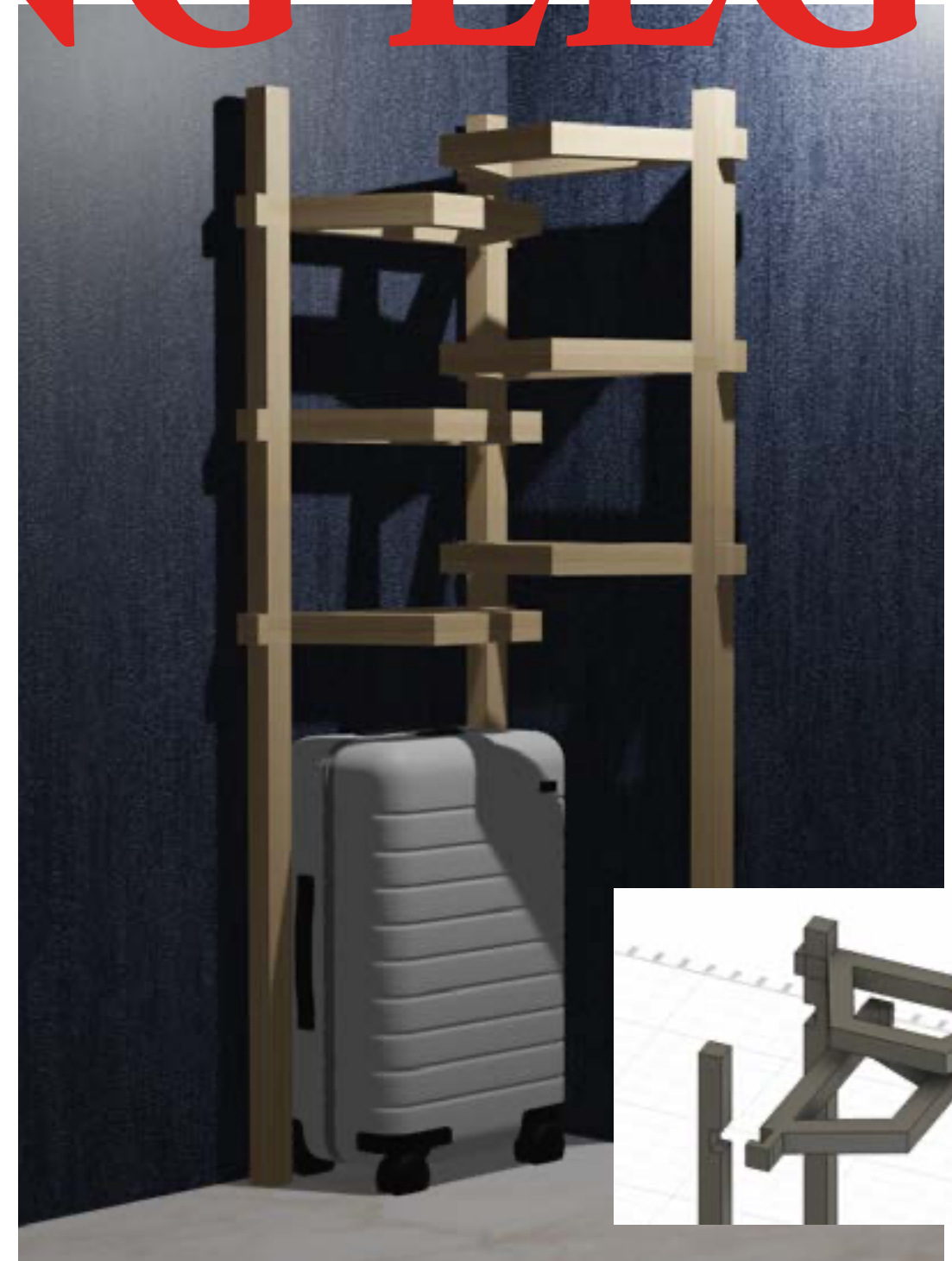
As I settled in, my shoe collection had grown bigger and bigger. They urgently needed a re-organisation in my tiny little room. This is not a single case that occurs only in my life, rather, it must have affected many others.

WHAT: Long Legs is a corner shoe shelf. It is designed for those who have an extensive collection of shoes and limited storage space. For those who have tall empty walls, yet are forbidden to employ permanent fixtures or wall-mounted structures. For those who are constantly on the move or enjoy frequent home decor changes.

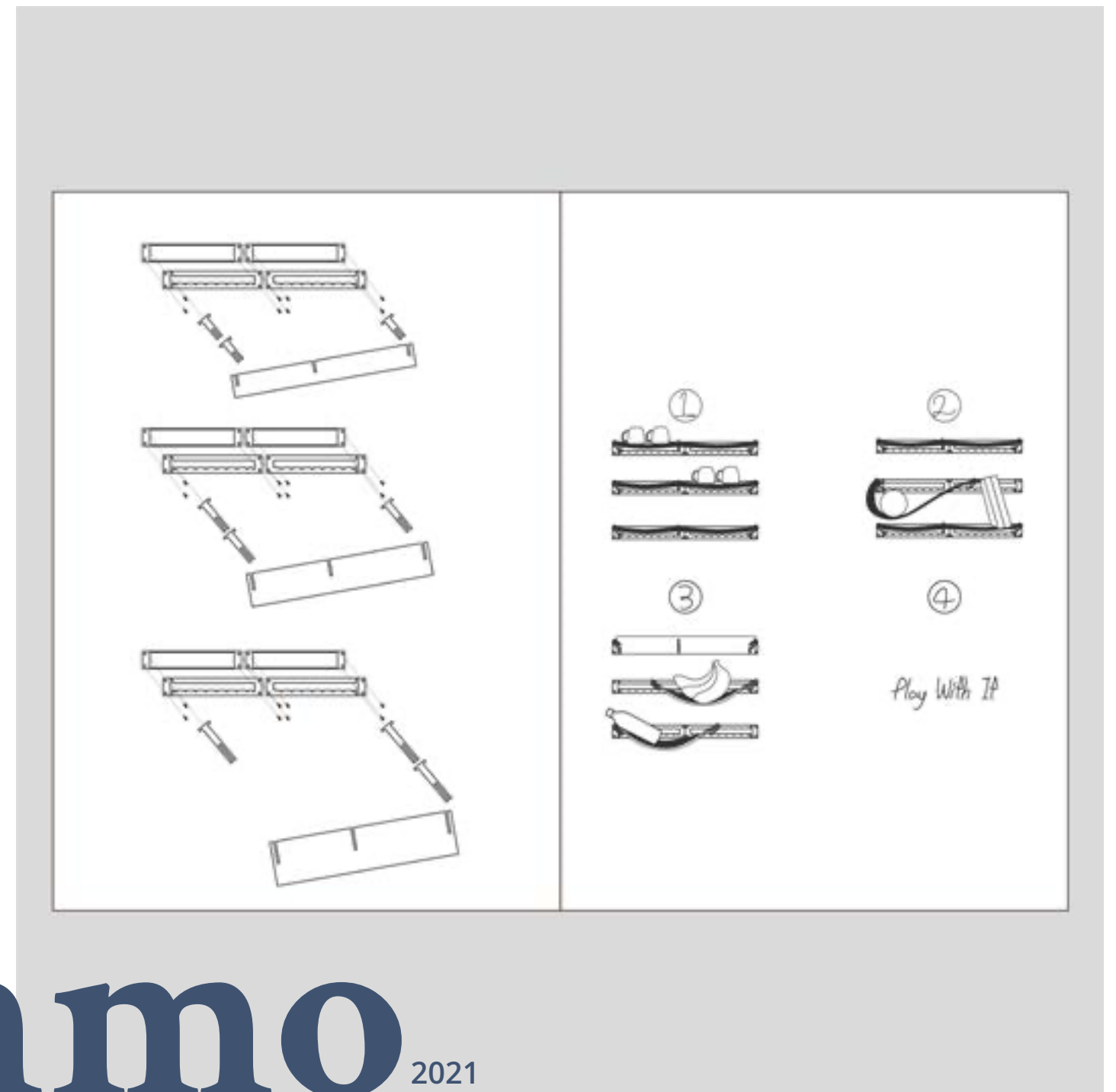
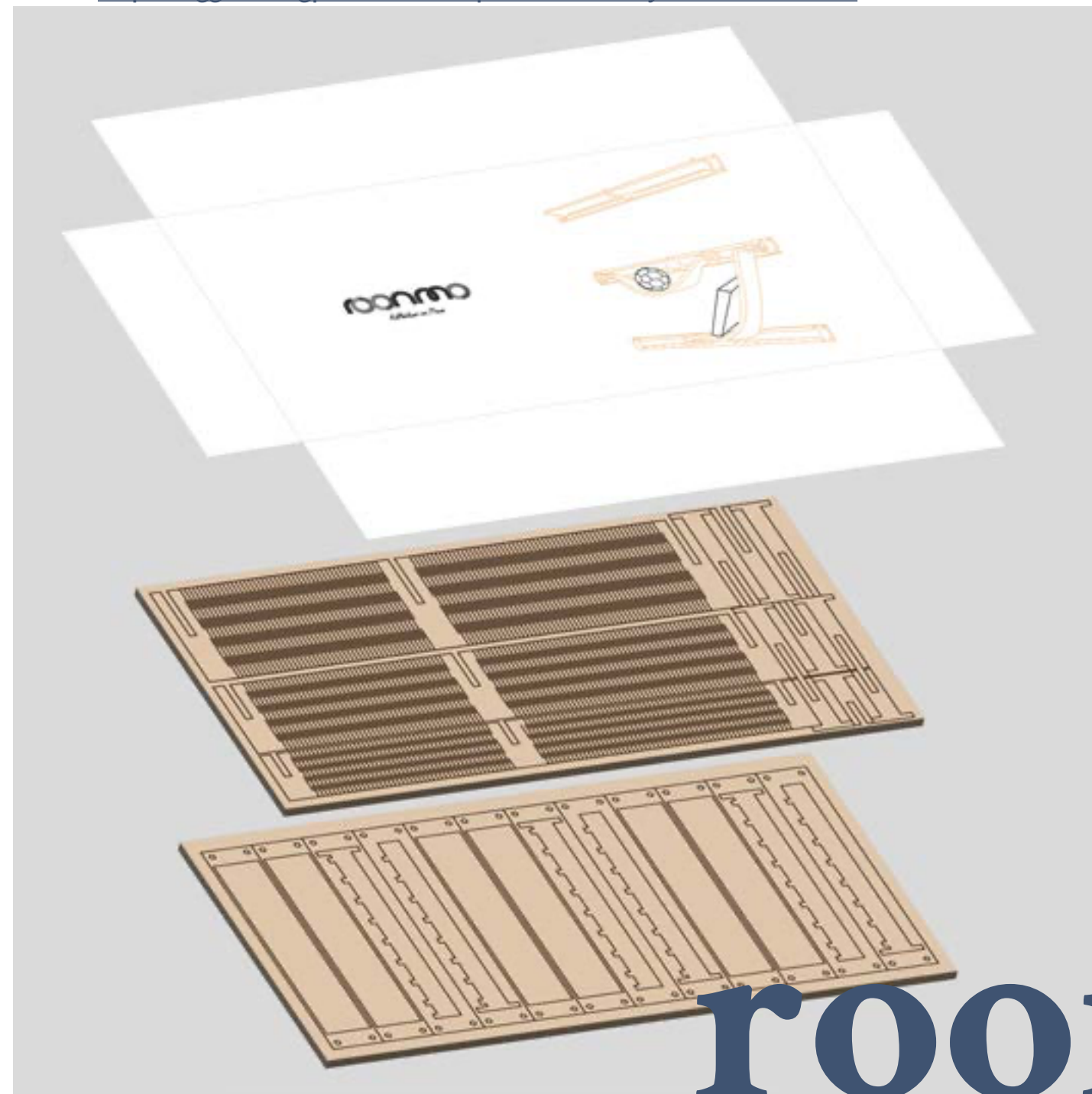
With its modular design, Long Legs is a testament to the innovation and adaptability of modern furniture, offering a refined and practical solution for the contemporary living space.

SKILLS:

Fusion 360,
Woodwork,
Product
Photography



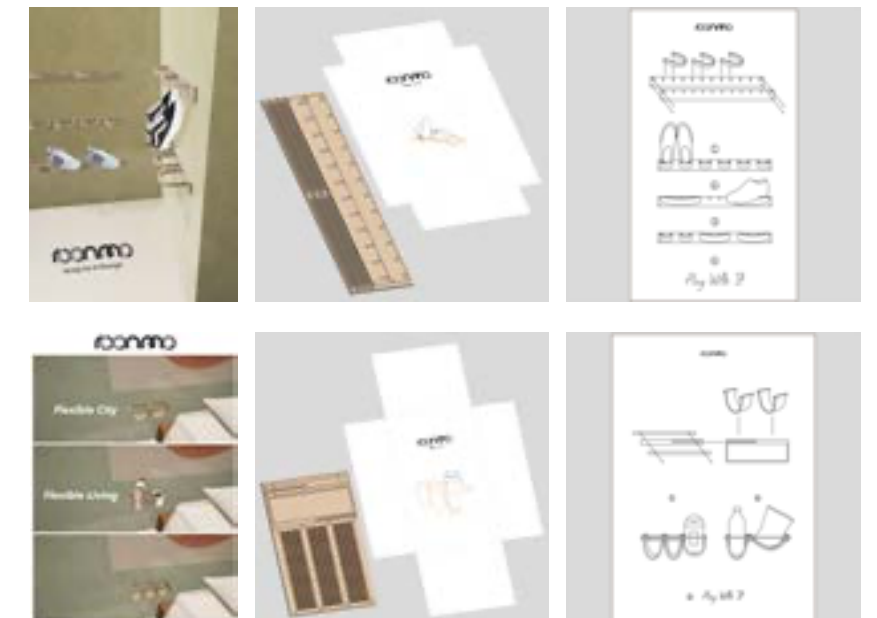
MORE: <https://aggiechangportfolio.wordpress.com/2-3-design-district/>



WHY: The assignment was to observe Rotterdam first-hand and design a family of products representing your impression of Rotterdam. I discovered Rotterdam as a flexible city, with its cultural adaptation, social development, liberated mindset... etc.

WHAT: roonmo is a family of flat-pack, easily assembled shelves that allow users to flexibly achieve desirable home organisation.

SKILLS: First-hand Research, Concept Formulation, Visual Communication, Unreal Engine, Laser-Cut, Product Illustration, Product Iteration, Packaging Design





PAK

2022



WHY: HEMA's design contest 2022 was about re-designing. The mentioned chain store already has a wide range of products, it is time to stop creating new ones and make what is already there better. We recognised raincoats to be easily overlooked. They are at times more practical than umbrellas yet barely anyone is using them. Why was that?

WHAT: PAK is a fashionable raincoat that provides versatility. It is designed to be waterproof yet breathable. Users can wear it when the weather is good with no fear of the rapid change of climate. **Check out the video** here: <https://aggiechangportfolio.wordpress.com/1-3-hema-video/>

SKILLS: First-hand Research, Products Analysis, Create Customer Persona, Presentation Skills, Clo3D, Teamwork, Storyboard Making, Video Editing, Adobe Premiere Pro



WHY: I aimed to challenge the traditional use of ceramic and build a furniture piece with it. At the same time attempting to find a tweak in its production process.

CERAMIC SHOE SHELF

WHAT: Ceramic Shoe Shelf is an adjustable stand-up furniture piece. It allows the user to display their shoe collections in a well-presented manner. Its value lies majorly behind the scenes. In order to create the unconventional shape of screws with ceramics, the creator designed and 3D printed an add-on to traditional clay press equipment.

SKILLS: Ceramics Production Process (Mould Making, Throwing Wheel, Ceramic Printing, 3D Printed Mould, Press Clay, Glazing), Blender, Unreal Engine

MORE: <https://aggiechangportfolio.wordpress.com/2-1-ceramics/>

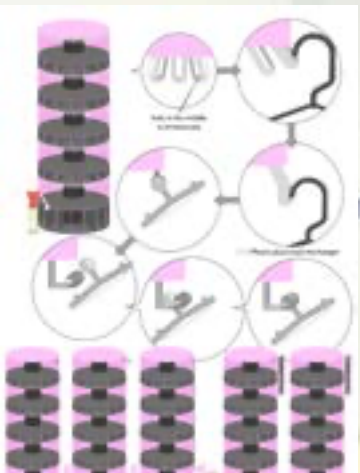
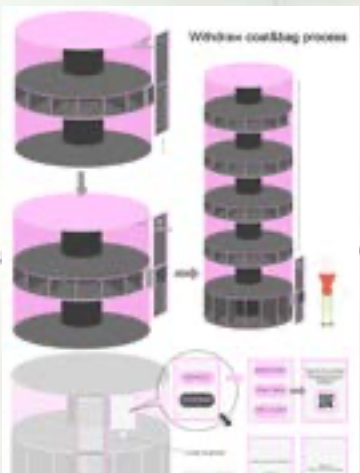
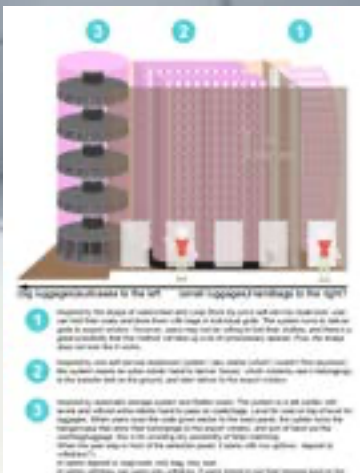
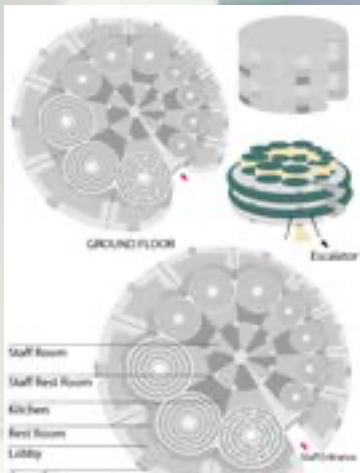
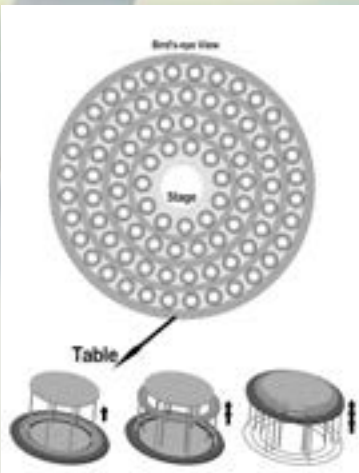
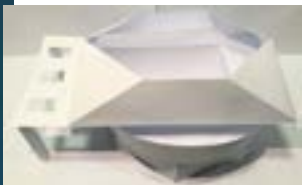
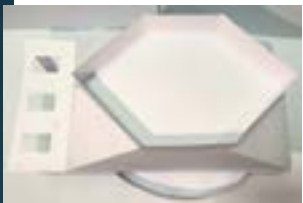
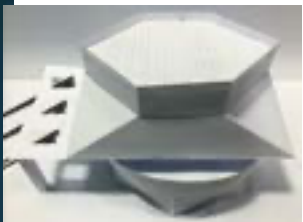
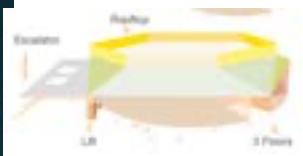
2019-2020

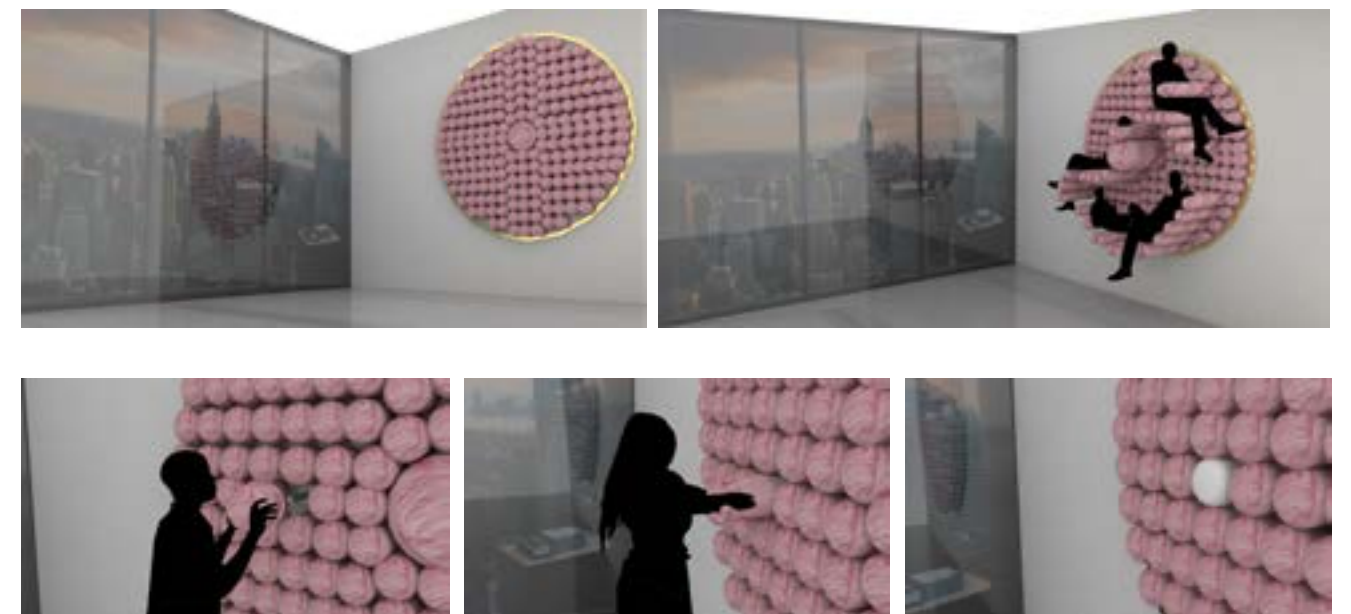
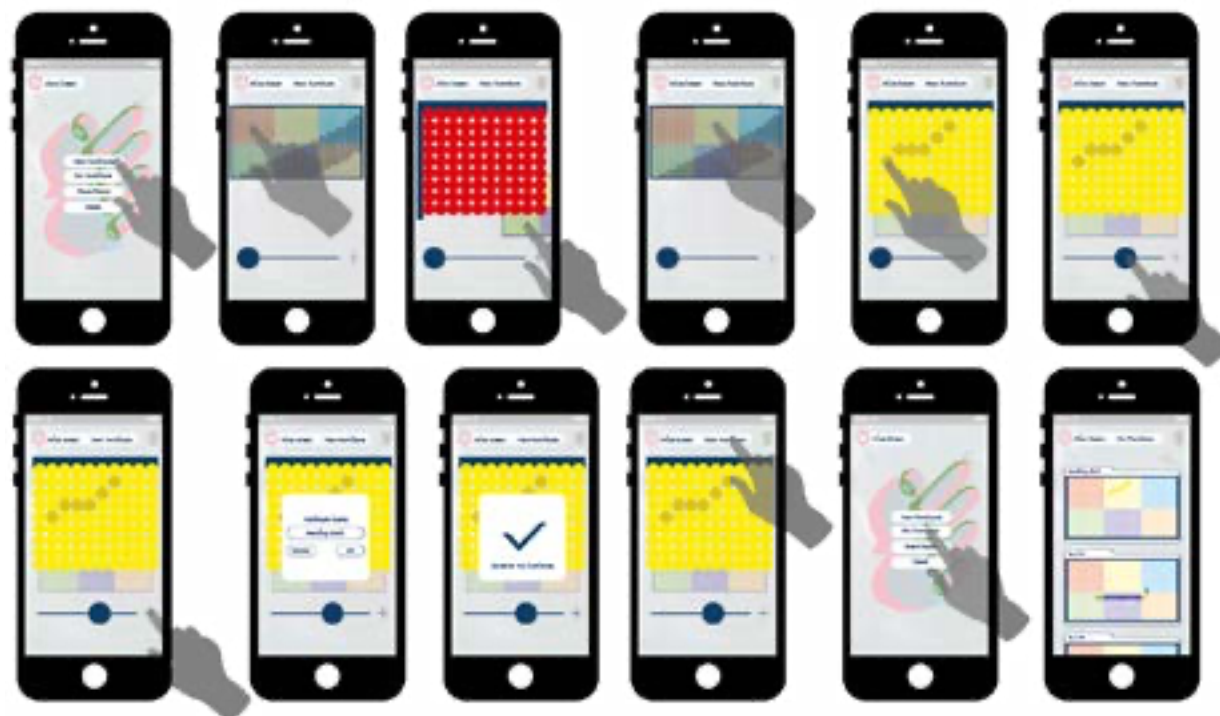
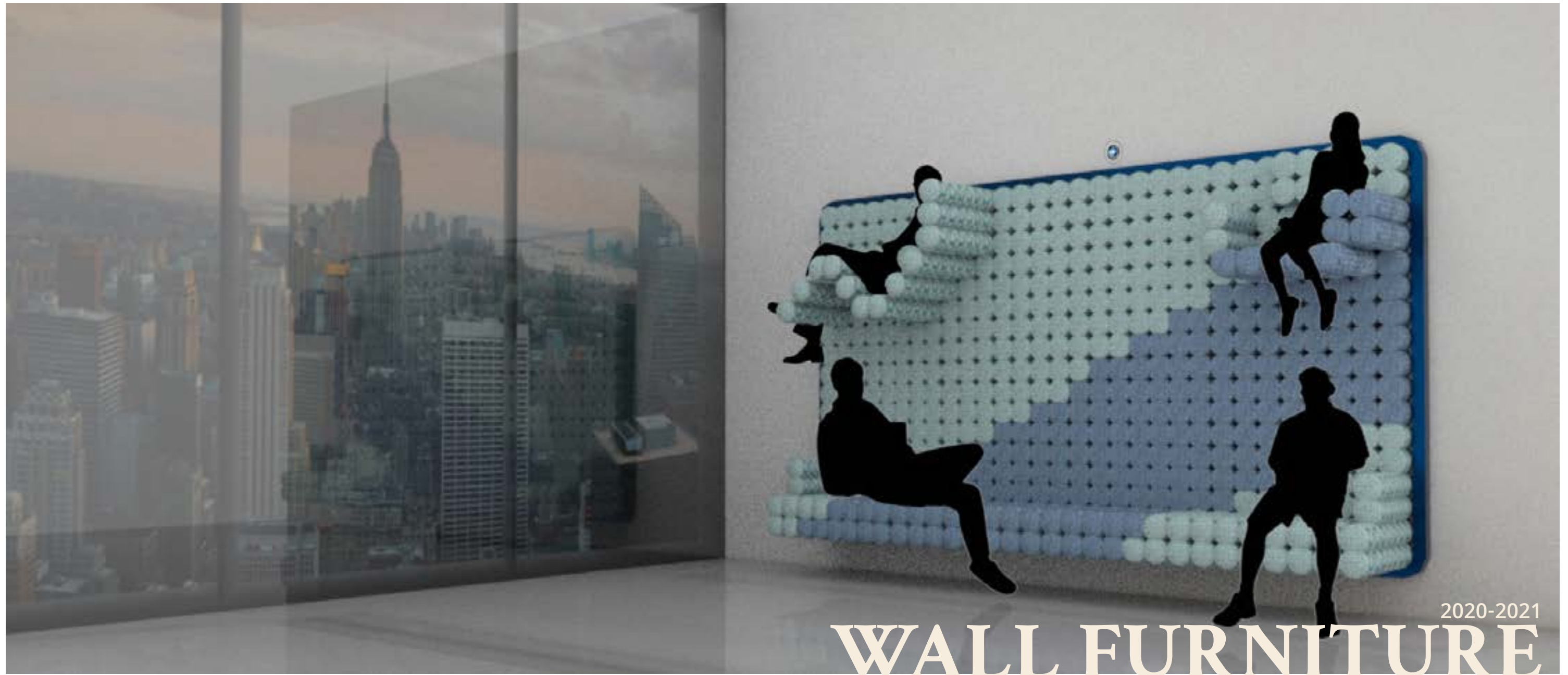
SELF-SERVICE VENUE

WHY: I worked as an event server in London, the job was plain and repetitive, hence I started to imagine a future where the building itself does all the serving.

WHAT: From cloakroom to set-up to dinner serving, this venue is designed to require a minimum amount of manpower.

SKILLS: Visual Communication, Model Making, Adobe Illustrator





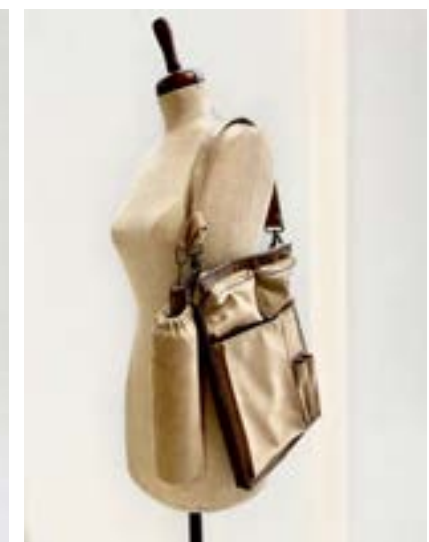
MULTIFUNCTIONAL 2022 BAG



WHY: Alexander Wang's Fall 2014 Handbags inspired me with the idea of reinventing bags so they help reach a higher level of organisational capacity. I was struggling to find a laptop bag at the time, thus I decided to design an easily organised laptop bag with my own needs as a model.

WHAT: Multifunctional Bag is a fashionable laptop bag that offers a clear storage purpose at each section. It tackles especially the creator's needs, as she explores the idea of being the user of her own product and understands the experience of such a position first-hand.

SKILLS: Sewing Machine



MORE: <https://aggiechangportfolio.wordpress.com/1-3-plusweek/>

