



SONGHENG CHEN

Product Designer

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Portfolio:
songzdesign.com

EDUCATION

ArtCenter College of Design
Los Angeles CA | 2023.9 - 2026.12(Anticipated)
Bachelor of Science in Product Design

University of Rochester
Rochester NY | 2022.9 - 2023.4
Exchange Programme in Programing

SKILLS

Prototyping
Familiar and experienced with wood, metal, and plastics processing. Proficient in FDM and SLA printing, including material properties and settings.

Software
Solidworks/ Zbrush/ Blender/ Cinema 4D
Adobe Photoshop/ Illustrator/ Indesign
Keyshot/ D5 Render/ CLO 3D

Design Competencies
Trend analysis, sketch drafting, and rapid CMF representation, communication of team, and presentation delivery.

Language
English | fluent
Madarin | native
Cantonese | native

FEATURED PROJECTS

Alpine Shadow, Design Lab 1
Los Angeles CA | Fall 2025

Centered on high-altitude technical climbing, this project addresses the real conditions of Denali through a performance-driven, brand-informed design approach. CLO3D was used to develop and validate functional patterning and mobility-focused construction, followed by physical pattern-making and prototyping, resulting in a technical climbing jacket optimized for durability, mobility, and extreme environments.

IKEA SPÅCEFY, Product Design 4
Los Angeles CA | Spring 2025

Grounded in IKEA's design philosophy, this project emphasizes Scandinavian simplicity and function-first thinking to create practical, accessible furniture. Designed for compact living environments, SPÅCEFY maximizes limited space through efficient use of vertical volume and transformable configurations. To enhance space utilization in small roomspace, SPÅCEFY allows users to achieve "One table. Two desks. Endless possibilities."

Republic of Gamers Series, 3D Modeling 1
Los Angeles CA | Fall 2024

This course is designed to guide students in the initial learning of Solidworks. I created a series of desktop items for the Republic of Gamers brand in the final one project. One of the most typical items was which I made the shell and transplanted the PCB, allowing me to actually use what I designed.

Blade Design, Visual Communication 4
Los Angeles CA | Fall 2024

This course focuses on rendering expression and CMF enhancement. The final one design is the blade rendering. We interacted with the official community creators of Render Weekly, who were very enthusiastic. I also participated in their S8W1 rendering competition, and my work was selected for the official website Archive.

Toy Car Project, Prototype Process 1
Los Angeles CA | Fall 2024

This course focuses on enhancing manual crafting skills, including cutting form shapes, sanding, painting, and decal application. The final one design was a conceptual Ducati motorcycle, with a very high level of finishing, including multiple layers of mechanical details and a streamlined exterior presentation. Earned the Best Vehicle award from Artcenter.