

SONGHENG CHEN

Product Designer

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EDUCATION

Art Center of College Design

Pasadena CA | Anticipate 4.2027
Bachelor of Science in Product Design

University of Rochester

Rochester NY | 9.2022 - 4.2023
Exchange Programme in Programming

SKILLS

Prototyping

Familiarized with wood, metal, and plastic processing, as well as 3D printing prototype testing at the workshop.

Software

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

Design Competencies

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

Language

Madarin | native
Cantonese | native
English | fluent

FEATURE PROJECTS

Blade Design, Visual Communication 4

Pasadena 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.

Republic of Gamers Series, 3D Modeling 1

Pasadena 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.

Toy Car Project, Prototype Process 1

Pasadena CA | Summer 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.

BuddyLink, Product Design 3

Pasadena CA | Summer 2024

A toy was designed to help children with depression enhance their social connections, and a collaboration was established with Momen-tum, a globally influential childcare organization. Interviews and prototype testing were conducted with local students and consultants, culminating in the creation of the final product.

Diverse Forms, Visual Communication 3

Pasadena CA | Summer 2024

This course focuses on traditional hand drawing and a small amount of digital painting. Each week features a new project, covering a wide range of types such as shoes, VR, rescue towers, interior design, and RC cars. This broad coverage of project types has deepened my understanding of exploring diverse product forms.