

ZEXI (TAMMY) TAN

PRODUCT DESIGNER

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EXPERIENCE

Media designer

National Museum of China

December 2020 - January 2021, Beijing

As a team member, designed five display boards for the exhibition of National Academy of Chinese Theatre Arts at NMC.

Product designer

Yichuan Culture

March 2020 - December 2020, Beijing

Lead marketing research and illustrate for brand concept. Prototype and render product designs in Rhino and Keyshot.

Writing and designing pitch slides and operating branding social media.

Working closely with the director and CEO in understanding the needs and presenting design solutions to high profile clients outlining how all design decisions are hitting certain KPIs and other success metrics.

Source and develop packaging with factories in China and Korea.

Research assistant in Material Matters Lab

Emily Carr University of Art and Design

September 2018 - January 2019, Vancouver

Independent projects on exploring soft materials using 3D printing, laser cutting, and hand weaving.

Industrial designer

Nano-lit Technologies

September 2017 - March 2018, Vancouver

In the project with City of Vancouver, 3D modelling, testing and physical assembling circadian lighting fixtures.

Product design Internship

UC Davis Fashion Design and Technology Lab

March 2016 - December 2016, Davis

Two independent projects. 1. Design protection costumes for drama actors 2. Design interactable lighting fixtures changing shapes and colors based on users mood. Both projects used coding, E-circuits, 3d printing

ABOUT

I'm Zexi (ze-xi) Tan, also go by Tammy.

Coming from an industrial design background, I have an eye for details and presentation. I have more passion with creating better user experience and creating human-centric experiences for the complex industries. Observing how users are enjoying my products motivates me to continue to chase my goal: Design for a better world. I am looking for a product designer role where I can use my research and design skills to solve complex design problems.

EDUCATION

University of California, Davis

Bachelor of Arts, early graduation

August 2013 - December 2016, Davis, USA

Major: Design GPA:3.55/4.00

Emily Carr University of Art & Design

Master of Design

September 2017 - July 2019, Vancouver, Canada

Thesis title: Transforming Shoes: storytelling through artifacts and design as narrative

Google UX Design Professional Certificate

April 2021 - Sep 2021, Vancouver, Canada

Seven courses about UX topics, such as user research, wireframes, prototyping in Adobe XD and Figma, and iterating design solutions

SKILLS

Adobe Illustrator
Adobe Photoshop
Adobe InDesign
Adobe XD
Figma
Origami
InVision
Arduino

Procreate
Rhino
Keyshot
Vectorworks

Language
Mandarin (Native)
English