Yuejia Luo

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PROFESSIONAL SUMMARY

A passionate, creative, and inclusive human-centered industrial designer with 5 years of hands-on design and prototyping experience designing consumer and healthcare products, from research through functional prototypes, balancing functionality, ergonomics, and aesthetics. As a Deaf designer, I bring a unique perspective to understanding people and the world, turning challenges into valuable insights that shape my designs.

SKILLS

- Adobe Photoshop, and Illustrator
- 3D modeling using Rhino, Fusion 360, and SolidWorks, rendering using KeyShot and Redshift.
- Prototyping in 3D Printing, woodworking, and sewing.
- Native in Mandarin Chinese, fluent in American Sign Language and English.

EDUCATION

Rochester Institute of Technology Expected 05/2027
Bachelor of Fine Arts
Major: Industrial Design
Minor: American Sign Language & Deaf Cultural Studies

Nanyang Academy of Fine Arts Graduated: 05/2019
Diploma
Major: 3D Design (Furniture & Spatial)

PROFESSIONAL WORK EXPERIENCE

Design Thinking Co-op
Rochester Regional Health Rochester, New York 01/2026 – 07/2026

- As part of the Innovation Lab team, contributed to multiple healthcare projects, identifying and addressing challenges across Rochester Regional Health-affiliated hospitals.
- Collaborated with clinicians and healthcare staff to identify clinical workflow challenges, develop design concepts, and create user-centered solutions.
- Conducted human-centered design research and supported the end-to-end product design process, from discovery and ideation to prototyping and validation.
- Created sketches, renderings, CAD models, and low- to high-fidelity prototypes to communicate concepts, gather feedback, and test design solutions.

Industrial Design Co-op
WHOOP Boston, Massachusetts 07/2025 – 12/2025

- Delivered multiple industrial design and CMF projects for accessory products
- Built physical prototypes for accessory and packaging concepts
- Created high-quality visualizations for internal and external use
- Developed new concepts and contributed to the overall design direction for next products
- Researched and explored AI tool applications in industrial design

Furniture Designer
MINGDU DESIGN Shenzhen, China 10/2019 – 03/2020

- Researching, concepting, sketching, prototyping, and visualizing in modern furniture and product design
- Utilized knowledge of construction materials, finishes, and details
- Created detailed design layout and technical drawing to effectively communicate with designers and manufacturers

Assistant Designer(Spatial)
11H Singapore
Internship 05/2018 – 07/2018

- Gained an understanding of the design process and engaged in learning the designer's ideas and concepts.
- Collaborated with designers to contribute creative ideas for space planning, material selection and finishes.
- Developed visualizations and assisted with technical drawings

PROJECT

MIT HARD MODE Hardware x AI Hackathon 03/2026

- Within 48 hours, built an outdoor bag that monitors surroundings and provides real-time safety suggestions for hikers and campers. The bag integrates environmental sensors, a camera, and audio I/O, powered by a Raspberry PI 5 and running the OpenClaw AI agent. Co-developed the concept with a 6-person team, sourced materials, designed housing for the hardware in SolidWorks, 3D-printed shells, and assembled the final prototype.