

EDUCATION

Harvard University Graduate School of Design (GSD) Master in Design Studies (MDes), Publics Domain Focus: Product & service design, organizational strategy, systems design, think-tank research, AI transformation strategy, urban tech, public policy, decision science, data analysis & visualization	Aug 2025 – May 2027
University College London (UCL), Institute of Education BA Education Studies(Social Science), First Class Honours · GRE 329 (V164/Q165) Focus: sociology, research design, AI literacy, multimodality, quantitative & qualitative methods, cognitive science, public policy, communications	Sep 2021 – Jul 2024

CORE STRENGTHS

- **Structural analysis** — reverse-engineer underlying structure from complex, multi-source information; identify causal chains and high-leverage intervention points.
- **Insight synthesis** — distill noisy inputs into decision-grade insight, reframed by audience so complex relationships become actionable.
- **AI strategy & fluency** — working knowledge of infrastructure and tech stacks; model evaluation, data governance, and failure-mode awareness; contextual technology-economics judgment.
- **Product translation** — convert technical capability into user scenarios, product roadmaps, business models, MVPs, and go-to-market paths.
- **AI orchestration** — design intelligent, automated workflows across business contexts with multimodal tools; quickly acquire new technical skills to test hypotheses.

EXPERIENCE

Sam Yan Civic Design Lab, Bangkok Art and Culture Centre <i>Research Assistant</i> • Built a property-rights database integrating land registries, university reports, litigation records, media coverage, and field interviews into a traceable risk/fund-flow framework. • Extracted 9 stakeholder storylines into an interactive game, making institutional conflict and negotiation paths experiential. • Designed a multi-agent oral-history pipeline (persona design, contextual memory, sentiment calibration) that auto-flagged privacy/legal-sensitive content and converted testimony into structured evidence. • Delivered a trilingual public digital archive for the “Speculative Chula: Not Yet Built” exhibition.	Bangkok, Thailand; Mar 2026 – Aug 2026
Curioo <i>Learning Experience and Product Designer</i> • Partnered with the Pudong Urban Planning Exhibition Hall to translate systemic urban issues into participatory public-education products. • Designed instructional curricula and teaching tools; conducted user research and iterated based on feedback. • Owned social media strategy and content production, reaching urban-planning practitioners, policy researchers, and the public.	Shanghai, China; Apr 2025 – Jul 2025
ECADI (East China Architecture Design & Research Institute), Innovation Center <i>Design Assistant</i> • Distilled policy and requirements for municipal projects (Shanghai Port Tower; China University of Petroleum lab) into decision-ready analytical frameworks and materials. • Reverse-engineered international innovation-network models as evidence for the think tank’s cross-agency urban-governance strategy.	Shanghai, China; Jul 2024 – Oct 2024
Shanghai International Film Festival, Co-Production Market <i>Coordination Assistant</i> • Designed a weighted-scoring, dynamic-matching model to coordinate 643 producer–investor pitch meetings, balancing creative quality, commercial potential, and policy constraints; codified SOPs from live feedback.	Jul 2023 – Sep 2023
WPP (GroupM · Mindshare · L’Atelier, LVMH) <i>Media Strategy Intern</i> • Delivered media and consumer insight for Tencent × Nintendo Switch’s China market-entry strategy, informed by behavioral and channel data. • Built a cross-channel audience-segmentation database for luxury clients, translating data into consumer insight and campaign strategy.	Jul 2022 – Sep 2022
Off The Curriculum <i>Education Officer</i> • Led the development and enhancement of the Accreditation section, ensuring courses met rigorous academic and teaching standards to provide high-quality learning experiences, facilitating inter-college collaboration around University of London federation to connect first-generation high school students gain early exposure to higher education environments and university-level resources.	Oct 2021-Sep 2022
Stage Crew, UCL Society <i>Production Manager</i> • Managed production support and stage management for performances, coordinating props, set preparation, actors, stage crew, theater staff, and school communications. • Supported front-end preparation and backstage execution, ensuring materials, teams, and venue requirements were aligned.	Sep 2023-Jun 2024
Broncos Basketball Community <i>Manager Captain</i> • Built and scaled a basketball community for student and alumni engagement, hosting over 30 inter-school games and organizing an event managing a 40-person team. Secured 1k dollars in funding through planning and advocacy, making Broncos the first team to hire a professional external coach. • Conceptualized and published yearbook as a promotional and archival tool, generating 2k dollars in profit while documenting the team’s legacy.	Aug 2020-Jul 2024
Additional: KID Design, curriculum design & teaching; design project mentoring (2024–25); Educators’ Republic, training program development, assessment design and digital tool fabrication (2024–25); Harvard China Education Forum, event facilitate and resource coordination (2025)	

SELECTED PROJECTS

Roll-Up® — AI EdTech Venture Mapped educator pain points onto LLM/agent-fit workflows; synthesized personas, journeys, information architecture, and growth loops. Prototyped in Figma, produced a concept video, and ran Wizard-of-Oz tests with real learners.	Sep 2024 – Feb 2025
Harvard i-lab — HealthTech Venture Built wearable prototypes and go-to-market strategy; researched AI’s boundaries in clinical settings (data governance, privacy, workflow fit); shipped an MVP validating features and commercialization paths.	Jan 2026 – Jun 2026
AI-Enabled Organizational Optimization, Building Management Client Diagnosed feedback lag and cross-team coordination costs; designed an AI governance platform with real-time dashboards converting complaints and space data into leading indicators.	Feb 2026 – Jun 2026
Think-Tank Design for Wicked Problems, Harvard SEAS Designed a think-tank framework for problems with no clear boundary, single stakeholder, or testable outcome.	Feb 2026 – Jun 2026
Participatory Design — Public Wish-Making Platform Designed the end-to-end experience (activity flow, environment, and interaction touchpoints) then instrumented it as a data pipeline: OCR-digitizing handwritten wishes, classifying them, and cross-referencing against news coverage to surface public-interest themes. Designed the virtual platform interface and browsing experience, then built and deployed the online platform using AI-assisted development, architecting the data structure and sync pipeline that closed the loop between the online wish wall and the offline installation.	Feb 2026 – Jun 2026
Public Space & Policy Research, Global South Policy analysis, strategic consulting report production, VLM (vision-language models), communication asset design & production	Oct 2025 – Jan 2026