

Yutong Luo

tongsuezzz@gmail.com
+1 425-568-9121

EDUCATION

University of Washington

M.S. in Technology Innovation (HCI)

GPA 4.00 / 4.00

Bellevue, WA

Expected Mar 2027

ShanghaiTech University

B.Eng. in Industrial Design

GPA 3.71 / 4.00

Shanghai, China

Sep 2021 – Jun 2025

PROFESSIONAL EXPERIENCE

Global Innovation Exchange (UW) | Prototype Lab Assistant

Dec 2025 – Present

- Oversee daily lab operations for a graduate-level makerspace, ensuring safety compliance and optimal performance for high-end fabrication equipment (FDM/SLA 3D Printers, Laser Cutters, CNC).
- Provide technical guidance to students on fabrication workflows and file preparation, troubleshooting hardware issues to minimize downtime and material waste.
- Assist the Lab Manager with rapid prototyping tasks for special projects and facility logistics, utilizing Autodesk Fusion and hand tools to deliver high-quality physical models.

SynMetabio | Product Designer & Graphic Designer

Nov 2022 – Apr 2023

- Collaborated with experts from diverse fields to develop applications aligned with bio-based leather process.
- Responsible for the design of CMF and promotional assets (company BP/ brochure/website/sample packaging design, etc.) in the design department.
- Managed booth design for an international exhibition, winning the 2022 CMF Design Award, showcasing innovation in material application and visual design.

SELECTED PROJECTS

[Portfolio Link](#)

Three Days To See | Product Designer & Researcher

May 2024

Red Dot Design Concept Award 2024 Winner + IDEA Finalist

- Designed an emergency eyewear system featuring a novel liquid-lens mechanism that allows users to manually adjust diopters during disaster scenarios.
- Led 5 rapid iteration cycles, producing 15+ functional prototypes using 3D printing and plastic molding to optimize the liquid injection mechanism and frame durability.
- Conducted qualitative usability testing to refine the "mirrorless leg + nose clip" structure, ensuring stable fit for diverse facial features under simulated emergency conditions.

Casting-lots in Modern Form | Interaction Designer & Creative Technologist

Apr 2024

Milan Design Week 2024 - Isola Design Award Nominee

- Engineered an interactive installation blending NFC technology, Arduino sensors, and AI-generated content (LLM) to reinterpret traditional divination, exhibited at Isola Design Festival.
- Developed the hardware-software communication pipeline using Python, integrating RFID modules for user input and programming thermal printers for real-time physical outputs.

LAMPS: Bioluminescent Light System | Design Lead

Nov 2023

iGEM 2023 Gold Medal + Global Top 10 Undergrad + Best Wiki Award

- Directed the design strategy for a cross-disciplinary synthetic biology project, translating complex wet-lab research into sustainable product concepts.
- Architected the visual narrative and UX design for the project Wiki and promotional media; coordinated educational outreach by developing a 50-page science picture book and courseware for K-12 students.

SKILLS

- **Engineering:** Physical Computing (Arduino/Sensors), Python (CV/Signal Processing), C/C++, PCB Design, IoT Integration, Unity (XR Development), HTML/JavaScript.
- **Design:** UI/UX Design, Human Factors & Ergonomics, Design Research & Psychology, Service Design, Data Visualization, Multi-Sensory Experience
- **Tools:** Autodesk Fusion, SolidWorks, Blender, KeyShot, Figma, Adobe Creative Suite, Generative AI Workflows
- **Languages:** English (TOEFL 103), Mandarin (Native).