



# BOYUN DING

Los Angeles | Hangzhou

+86 178-5886-2877 | +1 626-831-3461

[aningyyds@gmail.com](mailto:aningyyds@gmail.com)

[www.boyundingdesign.com](http://www.boyundingdesign.com)

## Education

ArtCenter College of Design — Pasadena, California, USA  
Bachelor of Science in Product Design (Expected Graduation: Dec. 2027)

## Objective

As a Product Design student skilled in 3D modeling, rendering software, and 3D printing, I am experienced with a wide range of materials, fabrication processes, and workshop tools. With strong hands-on abilities and a keen eye for detail, I aim to contribute to the design and fabrication of miniature models. I hope to leverage my expertise in digital modeling and physical prototyping to help build immersive and realistic miniature worlds for on-camera production.

## Skills

**Languages:** Mandarin Chinese, English

**3D Modeling:** Blender, SolidWorks, Gravity Sketch

**Adobe Suite:** Acrobat, Illustrator, InDesign, Lightroom, Photoshop

**Design & Rendering:** Procreate, KeyShot

**AI Tools:** Midjourney, Vizcom

**3D Printing:** Bambu Studio, Chitubox

**Fabrication & Workshop:** Laser cutting, CNC cutting machine (Kongsberg), CNC milling, vacuum forming machine, general workshop tools, woodworking equipment

## Projects

### Card Camera Design

Spring 2025

Explored AI-assisted form development and completed a functional product concept. Integrated touch control, wireless transfer, and long battery life. Focused on blending aesthetics with usability.

### Alpine Ski Boot Design

Spring 2025

Collaborated on a co-branding ski boot project emphasizing user research and CMF strategy. Explored sustainable materials and design trends through WGSN. Balanced visual impact with performance.

### Esports Monitor Design

Spring 2025

Designed a gaming monitor aligned with brand language and aesthetics. Developed structure and details like height adjustment and RGB lighting. Completed 3D modeling and rendering.

### Smartwatch Design

Spring 2025

Created a smartwatch concept matching the target brand's visual identity. Focused on parting lines, BM design, and glass transitions. Produced final 3D models and commercial renderings.

### Website:

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