

# LUCY YIP

art | design | experience | research  
[www.yip.design](http://www.yip.design)

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I'm an engineer who loves photography, a material researcher enthusiastic about computer science, and at the same time, a freelance artist passionate about pedagogy.

## education

**HARVARD UNIVERSITY  
GRADUATE SCHOOL OF DESIGN  
| M.DeS. 20'**

area : Technology  
[ student affairs : program representative ]

*cross-registered at MIT Media Lab for Tangible Interfaces, Audio Product Engineering & Design, Cognitive Enhancement, Biomechanics, Bio-engineering, Computer Vision & Generative Learning.*

**RHODE ISLAND  
SCHOOL OF DESIGN  
| B.F.A. 18'**

major : Industrial Design  
[ honors & early-graduate student ]  
**concentrations ( minors ) :**

- arts : history, philosophy & so.sciences
- cs : computation, technology & culture

*cross-registered at Brown University for Computational Interface, Affective Machinery Seminar and Biomedical Engineering Capstone*

## RESEARCH [ JEM ] INTERN | MICROSOFT RESEARCH

June 2019 - August 2019

• Joined Experiences + Devices and MSR Research on tangible feedback and data-physicalization project for Microsoft internal data analytics interface and tactile perception with Microsoft Research's EPIC (Extended Perception, Interaction & Cognition) and M365 IDEAs (Insights & Data Engineering Analytics) Group.

## VISUAL DESIGN AND RESEARCH | BRAINCO

August 2018 - December 2018

• Responsibilities include Focus-App user experience prototyping, ideation, interface design and development; marketing research publication design, etc.

## INDUSTRIAL DESIGNER | TOMORROW LAB, LLC

March 2018 - August 2018

• Project research, material & prototype development, mechanical fabrication & electrical engineering support; assisted on production project for National Geographic and Citibike angels key; lead design for smart textiles project for client LOOMIA, etc.

## DIGITAL • GLASS FABRICATION INTERN | AUTODESK • BUILD SPACE

June 2017 - August 2017

• Self-proposed slump-stitched pattern from waterjet-cut sheet glass that allows it to have a natural structural-resistance towards linear fracture; explored and parametrically designed possibilities of new form of glass that interacts with light, shadow and environment. Responsibilities included material science research & prototype, waterjet/CNC/glass equipment/composite shop operation and maintenance, lead employee workshops, etc.

## UIUX & PRODUCT DESIGNER | GIARAN, INC

Jan 2017 - March 2017

• Collaborated with 4 CS-engineers on constructing physical AR bio-mirroring technology assistive cosmetics product. Responsibilities included sketching & renderings, concept development, material research & prototyping.

## CURATOR & EXHIBITION DESIGNER | BEIJING 798 ART DISTRICT

August 2015 - February 2017

• Designed/curated/setup multiple galleries within the district as long-term contract designer.

## DESIGNER | DRAXONIC DESIGN STUDIO

September 2011 - March 2014

• Responsibilities included creating multiple logos, posters, banners, apparel, multi-media publications for multiple sports teams, events, organizations, etc. within and out of International School of Beijing.

## OTHER EXPERIENCES

assistant / researcher / intern / member

- Stooges Education [ 2018 - present | Academic Advisor & Design Instructor ]
- Harvard Design Research Forum [ 2018 - present | Fellow ]
- Harvard Student & Scholars Association [ 2018 - present | Public Relations Fellow ]
- PuChai - Personalized Tea Shop [ 2015 - present | co-founder and visual management director ]
- Brown University Biomedical Engineering Concentration Capstone Project [ 2017 ]
- CRCI - ChoreoTech conference [ 2017 @ Brown University T.A.P.S. department ]
- R.I.S.D.C.E. & experimental foundation [ 2015 - 2017 | studio teaching ]
- DesignAffairs [ 2016 @ Munich, Germany ]
- DESINE-Lab landscape architecture project Northern Visions [ 2017 @ Sri Lanka ]
- KiraKira3D CAD [ 2017 | content creator ]
- R.I.S.D. + Brown bioSTEAM [ 2016 - 2017 ]
- NGOabroad, Malaysia [ 2014 | art & teaching volunteer ]

feature / recognition / award

- BigDATA 24h Architecture Competition [ 2018 | 2nd Place @ Ideas Forward ]
- UNBOX2017 Sustainable Architecture Competition [ Honorable Mention @ V.Zero ]
- YANKO DESIGN [ 3 - time feature | 2015 - 2018 @ <http://www.yankodesign.com> ]
- R.I.S.D. BEHANCE gallery [ 7 time feature | 2014 - 2018 @ [risd.ccnsite.com](http://risd.ccnsite.com) ]
- Bilingual International Baccalaureate Diploma receiver [ 2014 ]
- Visual Art Student Award [ 2013 @ Intl' School of Beijing ]

exhibition

- BUILDing Forward | Boston Society of Architects [ 2017 ]
- R.I.S.D. industrial design triennial [ 2017 ]
- Kaleidoscope Beijing Art [ 2014 ]
- R.I.S.D. C.E.P.C. & Industrial Design Exhibition + Foundation Exhibition [ 2013 ]

## skills

- bilingual proficiency in English & Mandarin Chinese
- drawing, sketching, rendering, painting / illustration, typography, visual composition, rapid ideation, design research / evaluation, mind / matrix map, infographics, modeling, prototyping, foam / wood / metal / paper / glass / other fabrication technology, special experience in ceramics and glassworking (hot & cold processing)
- Adobe Creative Suite (photoshop, illustrator, indesign, lightroom, aftereffect, experience), 3d - CAD modeling / prototyping / rendering (rhino/grasshopper, solidworks, fusion360, dynamo, blender, keyshot, vray), UIUX Prototyping tools (Sketch, Balsamiq, InVision, Figma), cs (js/react/node/D3, html, css, python, C#, processing), arduino, MATLAB, macOS & iOS; iWorks & iLife; Microsoft office, etc.