



PRODUCT DESIGNER

TianShuo Zhao

✉ zhaots@yahoo.com

🌐 www.ivytian.com

☎ +45 93966671

Software skill

- Figma
- InDesign
- Photoshop
- Illustrator
- Rhino
- Keyshot
- C4D
- Midjourney

Education

2022-2025

Royal Danish Academy - Architecture, Design, Conservation & Copenhagen Business School

Denmark | Copenhagen

Master of Design (Strategy) | Strategic Design and Entrepreneurship

2017-2021

Zhengzhou University of Light Industry

China | Zhengzhou

Bachelor of Design | Product Design | GPA: 2.98 (Top 10%)

Introduction

With a bachelor's degree in product design and a Master's degree in strategic design, I am able to integrate user research, interaction and visual design to explore the design opportunities of user touch points from a systematic perspective. Be good at discovering deep needs through data analysis and user insight, and transform complex needs into innovative design solutions to enhance the overall user experience and product value. With keen design intuition and industry insight, logical thinking is clear, with fast learning and multi-dimensional analysis ability. Good at interdisciplinary collaboration, can effectively promote the design scheme from concept to landing, to create a more competitive design scheme.

Experience

○ 2023.2-2023.6

Denmark | Copenhagen

Student Consultant

Region Hovedstaden · Internship

As part of a project team from CBS and the Royal Danish Academy, we collaborated with the service team at Region Hovedstaden's Educational Centre to redesign their space based on user experience.

By applying user experience design principles and design thinking methodologies—including co-creation workshops, ethnographic research, and prototyping—we developed a user-centered design concept and proposed an innovative redesign solution for the educational centre, enhancing its functionality and user experience.

○ 2021.09-2022.06

China | Anshun

3D Model Computer Software Teacher (Rhino)

Anshun City Vocational And Technical School

Teaches 3D modeling courses for beginning design students, primarily using Rhino and Keyshot

Project Experience

- 2023.10-2023.12

AI-Driven Fashion Industry Waste Management Platform

Denmark | Copenhagen

Strategic Designer, Project Lead

The fashion industry faces significant challenges in waste management, lacking effective solutions. This project aimed to enhance waste management through AI technology, promoting sustainability. We developed an AI-driven platform integrating data on fashion industry waste materials, offering customizable waste processing and recycling solutions.

Achievements:

Received commendation and support from Les Deux brand, providing a new sustainable development solution for the fashion industry and setting a new benchmark.
- 2022.9-2023.1

Construction Plastic Waste Pollution Project

Denmark | Copenhagen

Product Designer, Strategic Designer

Despite Copenhagen's strong environmental awareness, public knowledge and engagement in recycling construction plastic waste remain insufficient, with a lack of effective social behavior guidance and participation incentives. As a Product Designer and Strategic Designer, I leveraged user research and design innovation to enhance public awareness and engagement in construction plastic waste recycling by developing educational and promotional tools.
- 2019.11-2020.2

Urban Pet Companion Robot

China | Zhengzhou

Product Designer, Project Lead

With rapid urbanization, many city pets experience loneliness and emotional distress due to their owners' prolonged absence, with long-term isolation increasing the risk of depression. To address this issue, I designed a remote-controlled pet companion robot that allows pet owners to interact with their pets from anywhere via a mobile app. This solution enhances pets' well-being and effectively reduces loneliness and stress.

Campus Experience

- 2023.9-2023.12

Junior Design Mentor

Denmark | Copenhagen

- Provided design guidance and academic support to junior students, helping them understand complex design theories and apply them to real-world projects.
 - Organized multiple workshops, sharing insights on integrating the Double Diamond design process with business strategy to solve practical challenges
- 2024.03-2024.06

Exhibition Coordinator - "3 Days of Design"

Denmark | Copenhagen

- Managed venue setup, team collaboration, and coordination with international designers while developing marketing strategies.
 - Gained valuable experience in cross-team collaboration and user feedback collection, enhancing my ability to work in dynamic, multicultural environments.