

Contact:

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jocelynhudesign.com

Pasadena, CA

Open to Relocate

U.S. Citizen



Self Statement

I craft meaningful objects and experiences that are focused on enhancing people's quality of life.

Education

ArtCenter College of Design, Pasadena, CA

Bachelor of Science Product Design

May 2026

Professional Experience:

Toshiba Global Commerce Solutions, Durham, NC

Industrial Design Intern

2025 August to December

- Designed point-of-sale and self-checkout systems across concept, development, and production-ready phases within a modular enterprise product ecosystem.
- Led form factor, primary mechanism, and ergonomic decisions informed by manufacturing methods, cost targets, and logistics constraints.
- Collaborated directly with engineering and product management to simplify part structure, improve manufacturability, and reduce production cost.
- Developed a patent-supported system concept by re-framing the original idea, designing a feasible mechanism, and validating it through rapid prototyping.
- Conducted secondary research and in-field retail observation to inform future-facing interaction models aligned with brand and user needs.

Steelcase Inc., Grand Rapids, MI

Industrial Design Intern

2025 May to August

- Designed components within large-scale, highly configurable product systems supporting extensive size, layout, and configuration variations.
- Defined system logic and dimensional rules to balance aesthetics, structural integrity, usability, and compatibility with existing product platforms.
- Engineered modular designs that optimized flexibility while minimizing parts to reduce overall complexity and cost.
- Applied design-for-manufacturing principles for sheet metal production, accounting for bending limitations, tooling constraints, and cost sensitivity.
- Drove concept development independently through sketching, 3D CAD, rapid prototyping, and reviews, delivering production-representative prototypes.

3D Printing Lab Manager & Technology Support

ArtCenter College of Design, Pasadena, CA

2023 May to August

- Maintained and troubleshoot six Ultimaker FDM printers supporting concurrent use across multiple student projects.
- Diagnosed and resolved print failures related to calibration, material behavior, and machine wear.
- Implemented a lightweight queue system to improve workflow efficiency in a high-demand lab.
- Created onboarding references to support users with limited 3D printing experience and reduce operational errors.

Skills:

Design and Process:

- System-level product design; Human-centered and ergonomic design
- Design for manufacturing and assembly (DFMA)
- Modular and scalable product systems; Rapid prototyping and validation

Prototyping and Fabrication:

- Foam, wood, and sheet materials
- Sheet metal fabrication; CNC milling; injection molding
- SLA and FDM 3D printing

Softwares:

- SolidWorks; Fusion 360; Gravity Sketch; SketchUp; KeyShot
- Adobe Creative Suite (Illustrator, Photoshop, InDesign)

Languages:

- English (native).
- Mandarin (native).