

Jocelyn Hu

Industrial Designer

Pasadena, CA, open to relocation

+1 6264871593

jocelynhudesign@gmail.com

jocelynhudesign.com

Education:

ArtCenter College of Design, Pasadena, CA

Bachelor of Science Product Design

Anticipated Graduation in May 2026

Work Experience:

Industrial Design Intern

Toshiba Global Commerce Solutions

2025 September to Now

- Bridged design and engineering to deliver visually refined, mechanically working, and cost-efficient solutions for precision electronic products.
- Developed an original concept currently under patent filing and selected for *NRF 2026: Retail's Big Show*.
- Conducted design research on future retail experiences, generating front-end concepts and patent proposals.
- Created presentation materials and rapidly prototyped models to communicate design intent to executives and global teams.

Industrial Design Intern

Steelcase Inc.

2025 May to August

- Collaborated with senior designers, design directors on product development and exploration. Designed large complex system logic for a series of products.
- Design for manufacturing, installation experience, cost target, and setting requirements.
- Rapid prototyping with woodworking, foam core, 3D prints, sheet materials, and sheet metal.
- Concept ideation with hand sketching and digital visual communication, KeyShot rendering, aligning with Steelcase's brand language.
- Initiated and managed a team project—proposed concepts, structured workflow, delegated tasks, and led regular meetings.
- Collaborated with UX designers to craft user experiences through predictive modeling to bridge physical furniture, interactive technology, and AI within spatial environments.

3D Printing Lab Manager & Technology Support

ArtCenter College of Design, Pasadena, CA

2023 May to August

- Providing maintenance and troubleshooting service to FDM 3D printers

Skills:

- Concept development through research, insights, user tests, and iterative design process.
- Client communication through strong storytelling.
- Visual communication through traditional and digital media
- Hands-on prototyping with foam, wood, sheet material, fabrics, laser
- 3D printing (CNC milling, SLA printing, and FDM printing)

Softwares:

/ Adobe Creative Suite (Illustrator, Photoshop, InDesign)

/ 3D modeling using Solidworks, Fusion 360, Gravity Sketch, and SketchUp

/ Rendering and animation in KeyShot

Languages

/ English (native)

/ Mandarin (native)

Awards & Recognition:

ArtCenter Undergraduate Scholarship

2022 Summer - present