

ZHILIN CHEN

Hardware Designer

I'm a hardware designer who blends human-centered research with advanced prototyping to turn playful, technically rigorous ideas into real, functional products.

CONTACT

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EDUCATION

Northwestern University (NU) - M.S. Engineering Design Innovation (EDI) *SEPT 2025 – MAR 2027*

Evanston, IL USA

University of Illinois Urbana-Champaign (UIUC) - BFA Industrial Design *AUG 2020 – MAY 2025*

Champaign, IL USA

GPA: 3.99/4.0

HONOR

Red Dot Award: Design Concept AEGIS – The Ergonomic Shoulder Press Fitness Bench *2025*

Dean's List (UIUC): *2020 Fall, 2021 Spring, 2022 Fall, 2023 Spring, 2023 Fall, 2024 Spring.*

PRODUCT & DESIGN

P&G - Sponsored Design Project *SEPT 2025*

- Working to improve a current Procter & Gamble product by interviewing consumers, iterating on our requirements, and developing a conceptual prototype as part of a sponsored project at Northwestern University.

Resonance Chair - Interactive Chair Project *NOV 2024*

- Designed an interactive chair which make reactions when people hit it, focusing on behavior management in anger.
- Modeled with Rhino and Solidworks, made a functional model with 3D print and built a chair with wood in real scale.

Joe - Toy Project *APR 2024*

- Designed a toy robot with original story background, details, movable joints, and sufficient accessories.
- Modeled with SolidWorks and built the real functional model with 3D print.

EXPERIENCE

Game Interaction Design Intern, NETEASE (HANGZHOU) NETWORK CO., LTD *NOV 2021 – MAY 2022*

Hangzhou, China

- Participated in the interaction design of NIGHTMARE BREAKER, a top-down action RPG game.
- Assisted in the NIGHTMARE BREAKER's design investigation and design analysis of competitive products.

Product Designer - CHINESE UNION-ILLINOIS CHINESE STUDENT ORGANIZATION *AUG 2021 – AUG 2022*

Champaign, IL USA

- Designed promotional materials like posters & flyers to raise awareness of the organization and attract members.
- Designed the official website and social media platform with Adobe XD to ensure a good user experience.

Graphic Designer - CHINESE STUDENT & SCHOLAR ESPORTS ASSOCIATION *JULY 2021 – JULY 2022*

Champaign, IL USA

- Designed posters with Adobe Photoshop and Illustrator for esports events and winners.
- Designed the official website and social media platform with Adobe XD to ensure a good user experience.

Member - FAA JAMES SCHOLAR HONORS PROGRAM, UIUC *FEB 2022 – AUG 2022*

Champaign, IL USA

- Participated in various learning projects and extracurricular activities.

SKILL

Design: Design Sketching, Human-Centered Design, Design Research, In-context Interviews, Synthesis, Concepting, Prototyping, Testing prototypes with users, User Research, Storyboards

Technical: Modeling: Rhino, SolidWorks, Fusion 360. Rendering: Keyshot, D5 Render. Layout: Adobe InDesign, Figma. Photo and Illustration: Adobe Photoshop & Lightroom, Adobe Illustrator, Procreate. Video: Adobe Premiere, Adobe After Effects, DaVinci Resolve. User Interface: Adobe XD, Principle. 3D Print and troubleshooting, Laser-cut, Woodworking, Metalworking.

Leadership: Communication, Collaboration, Design Thinking, Public Presentation, Project Management.