



SON HOANG | sonhoangdesign.com

Industrial Design - with expertise in AR-VR

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EXPERIENCE

Motorola Solutions | Tech Industrial Designer. Chicago, IL
May 2022 - Present

- Designing body-worn, fixed, and vehicle cameras for public safety, first responders, and law enforcement.
- Collaborating with human factor specialists, iterating prototypes, and adhering to human behavior standards to guarantee product ergonomics and end-user usability.
- Working closely with engineers, vendors, and other stakeholders to ensure optimal architecture, manageable production schedule, and feasible manufacturability.

Optimus Ride | Autonomous Transportation Product Design Intern. Boston, MA
Jan - May 2021 | Sep - Dec 2021

- Collaborating with multi-disciplinary teams to develop innovative user experience for an autonomous vehicle.
- Developing and designing hardware concepts, visualizations, and interactions for new products.

STEAM for Vietnam | Education, Technology Design Lead, Instructor. Burlingame, CA
May 2020 - Present

- Coordinating with instructors for the development of coding courses for 35k+ students from 36 countries.
- Managing a design team of 8 and overseeing design workflow, video production, and communication.

Dexcom | Medical, Consumer Electronics Product, UX Design Intern. San Diego, CA
May - Aug 2020

- Developed the next-generation product, focusing on user experience, sustainability, and human factors.
- Collaborated with the Human Factor and Engineer departments for testing & concept development.

Structo 3D | Consumer Electronics, 3D Print Tech Product, UX Design Intern. Singapore
Sep - Dec 2019

- Coordinated with the Software team to design UX/UI for 3D printer app, focusing on usability and branding.
- Developed visualization, graphics, and packaging for B2B commercialization and user manuals.

RECOGNITIONS & CERTIFICATES

2022 **IDSA 1st place** Microsoft HoloWears capstone project (Cincinnati Chapter)

2018 **Finalist** at CommonBond Social Impact Award (StartUp)

- **Foundations of User Experience (UX) Design** Google
- **Entrepreneurship Specialization (1-4)** Wharton School | U.Penn
- **Fundamentals of Graphic Design** California Institute of the Arts
- **Financial Markets** Yale University

“Be the change that you want to see in the world.”

EDUCATION

University of Cincinnati, OH May 2022
College of Design, Architecture, Art, and Planning (DAAP)
Bachelor of Science, **Industrial and Product Design | UX - Interactive Design Focus**

- **GPA 3.98. Dean's List. Summa Cum Laude**
- Scholarship: Frances D. and Stanley Cohen, Freeman Foundation, UC International, and UC Global.

SKILLS

3D

- SolidWorks
- Rhinoceros 3D
- Unreal Engine 5
- Keyshot
- Blender
- Fusion 360
- Alias
- SketchUp
- Gravity Sketch

2D

- Photoshop
- Illustrator
- InDesign
- Premiere Pro
- After Effects
- Adobe XD
- Figma
- SparkAR
- ZapWorks

Design

- Human-centered design
- Design-thinking
- Sketching
- Rendering
- Rapid prototyping
- Interactive design
- Video Editing
- Laser cutting, 3D printing
- CNC, Wood, Metal

Coding

- Visual Coding
- Scratch
- Arduino
- RaspberryPi coding

LEADERSHIP

Mentor and Muses Jan 2020 - May 2021
• Mentoring Industrial Design underclassmen with design skills, demos workshop, and Co-op search.

Student Technology Lab (STL) | President Jan 2018 - May 2019
• Organized collaborative events and learning workshops about 3D printing, CNC, and fabrication.

Design for America (DFA) | Team Lead, UCincinnati studio Sep 2017 - Dec 2018
• Developed practical solutions for community challenges using the Design Process.

StartUp UC Sep 2018 - Feb 2019
• Developed a wearable assistive device for the visual-impaired using vibration matrix at Startup UC Cohort.

INTERESTS

- User experience, Human-Computer Interaction, Virtual Reality, and Visualization.