

Mingze Zhao

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EDUCATION

Xi'an Jiaotong University-Politecnico di Milano Joint School *Xi'an, Shaanxi, China* 09/2022-06/2026

- **B.S. Industrial Design (Dual Degree)** | GPA: 3.3/4.3
- **Core Courses:** *Introduction to AI/ Advanced 3D Modeling/ User Experience/ Creative Programming Design/ Basics of Product Design/ Virtual Reality Technology/ HCI Technology and Design Application.*

PROJECT EXPERIENCE

Supermarket Shopping VR Game *Xi'an, Shaanxi, China* 03/2025~05/2025

Team member | Developer & Scene Designer

- Designed and developed a shopping experience VR game on PICO devices, allowing players to navigate with the left hand and select items with the right hand, and checkout at the cashier.
- Built the supermarket interior scene using virtual assets and custom models, including products, shelves, layout and cashier area.
- Developed interactive logic scripts in C to enable player movement, item selection and checkout.

Speedy Fit *Xi'an, Shaanxi, China* 10/2024~ 12/2024

Team Leader | Research Assistant & Designer

- Conducted research on fire prevention measures on the ISS, examined safety challenges in confined space environments, and identified insights for future safety protocols and technology design in space missions.
- Designed a one-handed, self-locking fire mask with steel, silicone, and plastic materials, integrating active carbon and HEPA filters, a transparent visor, and an ergonomic seal. The automatic strap-tightening mechanism enhanced usability and efficiency in space emergencies.
- Responsible for creating the project Gantt chart and assigning team tasks, participated in the full project cycle from research to modeling, and eventually produced animation demos to deliver the final project presentation.

LUMO: Smart desk lamp control app *Xi'an, Shaanxi, China* 09/2024~ 11/2024

Team Leader | Programmer & Prototype Designer

- Designed a desk lamp prototype allowing gesture-based control of brightness, color temperature and power, enabling flexible operation in different directions.
- Modeled and assembled an adjustable lamp base in SolidWorks and fabricated the prototype by 3D printing, and integrated programmed microcontrollers and calibrated sensors to realize precise gesture recognition.
- Developed a mobile application on the Expo platform leveraging JavaScript to monitor, adjust and control lamp status.

AWARDS & HONORS

- **Milan Design Week (Shaanxi Division): Third Prize** 06/2025
- **Huaxia Award Art Design Competition: Bronze Award, Excellence Award** 10/2024
- **Future Designer-National College Digital Art & Design Awards: First Prize (Shaanxi)** 06/2024
- **Lianchuang Cup Inter-College Badminton Tournament: Third Place in Men's Singles** 12/2023

Technical SKILLS

- **3D Modeling & Rendering:** SolidWorks, Alias, Rhino, Blender, Keyshot
- **2D Graphics & Video:** Photoshop, Illustrator, After Effects, Jianying
- **Programming:** C#, Python, JavaScript
- **AI-Generated Media:** Stable Diffusion

INTERESTS

- Badminton, Gourmet Cooking, Open-world Gaming