

# MAO

PERFORMANCE PRODUCT DESIGNER

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## OBJECTIVE

I aim to seamlessly integrate human experience with their elements through advanced design and prototyping, utilizing innovative methods and materials.

## SKILLS



Pattern Making

Sewing

Illustration

Technical Drawing

Prototyping

Woodworking



CLO3D

Rhino 7

Illustrator

InDesign

Photoshop

Procreate

3D Printing

Laser Cutting

Microsoft Suite



Innovation

Fast Learner

Detail-oriented

Collaborative

Adaptable

Bilingual (Mandarin)

## EDUCATION

### UNIVERSITY OF OREGON

Master of Science, Sports Product Design 2024

### UNIVERSITY OF CALIFORNIA, DAVIS

Bachelor of Art, Design 2021

## EXPERIENCE

### 3D Body-scan Runners Research / University of Oregon

April 2023 - September 2023, Portland

Operated 3D body scanning equipment for precise data acquisition, streamlined processes to meet research goals within time frames, resolved technical challenges, and collaborated with the engineering team to maintain consistency and enhance efficiency

### Fashion Design Intern / ORAZ

October 2021 - June 2022, San Francisco

Facilitated the product design process by constructing garments through cutting, sewing, and patterning. Sourced and coordinated fabrics with vendors. Oversaw product photo editing and website updates.

## AWARDS

**FIT Sport Design Awards:** 2024 Equipment design of the year

### Undergraduate Research, Scholarship & Creative Activities

**Conference 2020:** Multi-functional wearable shelter designed for emergency response.

## REFERENCES

**Professional:** Susan L. Sokolowski, VP at Lululemon  
Footwear Innovation ([susansokolowski@lululemon.com](mailto:susansokolowski@lululemon.com))