

Shawn (Siyuan) Du

Providence, RI

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Portfolio Website: <https://shawndudesign.com/>

RISD Junior Industrial Designer focused on mechanism-driven interactive products — rapid prototyping, CAD-to-fabrication, and user-tested physical interfaces — with end-to-end digital breadth across web, brand, and AI-assisted workflows.

EDUCATION

Rhode Island School of Design (RISD) — Providence, RI

BFA, Industrial Design | Expected May 2028 | GPA: 4.0

Honors Student, Rhode Island School of Design

EXPERIENCE

Microtex New York — Product Design Intern (Product Design & Digital)

New York, NY | Summer 2026

Vertically integrated home-textiles design & manufacturing company supplying 15+ national retailers (Costco, Walmart, Macy's); parent company of the Manhattan Kids brand. Sole design/digital intern reporting directly to company principals.

- Led end-to-end industrial design of a new pet product — a dog-waste collection tool built around a novel camera-iris multi-blade closure mechanism — from concept through 12 CAD versions (Rhino) and 5 rounds of FDM prototypes to a functionally validated working prototype.
- Drove engineering-level design decisions (gear-ring crank drive, recessed groove track, asymmetric detent geometry for closed-position retention) and authored a quantitative

detent-tuning framework with retention-force calculations and an empirical force-testing protocol.

- Conducted patent and competitive-mechanism research on automated bagging/sealing systems (Litter Genie, Townew); recommended a continuous-film twist-seal cartridge direction enabling a recurring-consumable revenue model.
 - Built the manufacturing feasibility path: identified DFM suppliers, drafted IP-protective outreach (NDA-first protocol), managed prototyping vendors and costs, and delivered a 10-section engineering handoff package positioning the product for EVT.
 - Additionally owned the company's digital presence end-to-end: designed, built, and launched its first two websites (microtexny.com, manhattankids.com — HTML/CSS/JS, Squarespace, Cloudflare) and launched 6 brand social accounts from zero, integrating 8 live Walmart retail listings.
 - Led packaging redesign research for the Manhattan Kids baby/plush line — in-store field research, DTC and mass-retail benchmarking, and 7 concept mockups — and art-directed an AI product-imagery pipeline producing 10 final images deployed on the live sites.
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MustardTek — Product Design Intern

Shanghai, China | Summer 2025

- Led end-to-end prototyping of **two BLV sports systems** (Blind Bowling, Blind Basketball), translating game state into **tactile + audio** cues for independent play.
 - Built a **magnetic tactile game board + markers** with modular components for fast setup and reliable orientation through touch; iterated 5+ versions to improve legibility and placement stability.
 - Integrated electronics into functional prototypes using Rhino, FDM printing, and micro:bit + Python, validating enclosure fit, assembly sequence, and serviceability through repeated builds.
 - Ran user interviews and playtests with BLV participants; translated feedback on cue clarity and learning curve into design changes that **improved placement accuracy** in playtests.
 - Delivered documentation (assembly/printing guidelines + rule adjustments) enabling the team to reproduce and continue development.
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Rhode Island School of Design — Teaching Assistant

Providence, RI | 2025–Present

- Teaching Assistant for freshman design studio; provide 1-on-1 coaching on design fundamentals, CAD workflows, and prototyping.
 - Lead Rhino instruction sessions and troubleshooting; support critiques and project development.
 - Assist studio operations and course planning; facilitate class sessions when needed.
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LEADERSHIP & ACTIVITIES

Hui Xiang (回像) — RISD × China Academy of Art Collaborative Exhibition — Artist Relations Coordinator

Hangzhou, China (remote, US–China coordination) | Summer 2026

- Managed end-to-end artist relations for 13 selected RISD and CAA artists across US–China time zones — selection notifications, onboarding, and ongoing logistics — achieving a 100% outreach and response rate.
- Coordinated three parallel artwork shipping pipelines and negotiated venue constraints (screen-based media display, lighting limits) between curatorial leadership and artists, navigating typhoon-related deadline changes.
- Collected and verified exhibition materials — artist bios, hi-res source files for poster printing, original video files for media works, and equipment procurement forms — through label proofing and opening invitations.

Chinese Student & Scholar Association (CSSA), RISD — Director of Events & Publicity

Providence, RI | 2024–Present

- Plan and execute large-scale cultural events — including the annual Spring Gala and incoming-student orientation — owning the full lifecycle from concept and logistics through on-site execution and cross-team coordination.
- Design and install exhibition displays and promotional assets; manage spatial layout and visual presentation for public-facing events.

RISD Balls Varsity Basketball — Small Forward

Providence, RI | 2024–Present

- Starting small forward; balance in-season practice and competition schedule with a 4.0 GPA and full studio course load.
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SKILLS

CAD & Visualization

Rhino (advanced, 5+ yrs), SolidWorks, Blender; KeyShot

Prototyping & Fabrication

FDM 3D printing (print farm workflow, tolerancing, assembly-ready parts), metalworking, woodworking, electronics integration (servo mechanisms, motor drivers, sensor wiring)

IoT & Electronics

ESP32 microcontroller programming (Arduino/C++), ESP-NOW peer-to-peer wireless, Blynk IoT dashboard, servo + DC motor control, multi-device system architecture

Mechanism & DFM

Mechanism design (iris, detent, gear-ring systems), rapid iteration, DFM and supplier engagement (part breakdown, assembly sequence, NDA/RFQ workflow, vendor management), electromechanical integration

Web & Digital

HTML/CSS/JS (responsive), Squarespace, Cloudflare (Workers, DNS), SEO/OG meta, Python automation (Pillow, Playwright), AI image-generation art direction and prompt systems

Research & Communication

User interviews, usability testing, accessibility considerations, patent and competitive research, in-store field research, bilingual (Mandarin/English) professional communication, cross-cultural stakeholder coordination