



As a passionate designer, I am constantly intrigued how form and function meet and how we live in an increasingly digital world. I believe that good design can solve various challenges people may experience. With my strong research skills and ability to analyze rapid innovation, I strive to create impactful and user-friendly experiences. My goal is to revolutionize the way people interact with technology, and I am excited to explore the endless innovations in human-computer interaction that design offers.

Tools

Figma
HTML
CSS
Javascript
Arduino

Indesign
Illustrator
Photoshop
Key Shot
Solidworks

Languages

Dutch
English
Cantonese
Mandarin

Native
Proficient
Proficient
Intermediate

Expertise

Human Interaction Design
Artificial Intelligence
Design process

Achievements & Recognitions

- 2024 **CHI 2024 Surfing the world conference** Hawaii - Oahu, United States
"Treasurefinder" Unlocking Memories with AI: Exploring the Role of AI-Generated Cues in Personal Reminiscing
[DOI: 10.1145/3613905.3650979](https://doi.org/10.1145/3613905.3650979)
- 2024 **Philips museum** Eindhoven - The Netherlands
Invited to exhibit "Treasurefinder" as part of the BrAIInpower Philips exhibition
- 2023 **CSCW2023 Conference** Minneapolis - Minnesota, United States
"Correct me if I am Wrong" Exploring how AI outputs affects user perception and trust.
[DOI: 10.1145/3584931.3606997](https://doi.org/10.1145/3584931.3606997)
Awarded as Best Poster Honorable Mention Award CSCW 2023 (Computer-Supported Cooperative Work and Social Computing)
- 2023 **Dutch Design Week** Eindhoven - The Netherlands
A 10-day exhibition show displaying Treasurefinder at the largest design event in Northern Europe.
- 2023 **4TU.Design United** Featured at the top 4 Technical University website of The Netherlands
Treasurefinder - Unlocking your memories with AI

Experience

- Feb 2023 - Aug 2023 **AI Design Researcher - Treasurefinder** TU/e Eindhoven
Conducted an entire design and research process. This results in a physical device with fully functioning buttons and sensors with an integrated OpenAI Large Language Model to explore whether and how the device integrated with LLM can support people's reminiscing practices.
- Aug 2022 - Jan 2023 **AI Researcher - TrinkTracker web app** TU/e Eindhoven
Designed a fully self-coded mobile web interface with an integrated AI image recognition feature capable of detecting various beverages. This work explored whether providing opportunity for users to correct AI errors influences their perception and experiences.
- Jan 2020 - July 2020 **Textile backpack designer** Stationery Team - The Hague
Conducting entire design and research process to develop a versatile and affordable carry-on backpack tailored to comply with the requirements of a wide range of European airlines.
- Nov 2018 - Jan 2019 **Furniture Designer Assistant** Studio Schrofer - The Hague
Created detailed drawings of furniture components using 3Ds Max software, ensuring accuracy in dimensions and measurements. Additionally, produced high-quality 3D renderings using the same software.
- Aug 2015 - May 2016 **Floorplan coordinator & translator** Zien24- Shenzhen and Rotterdam
Coordinated with other departments to ensure efficient workflow across the organization. Resolved customers complaints in a timely manner by identifying root causes of issues. Established stronger relationships with Zien24 from The Netherlands and Shenzhen.

Education

- 2021 - 2023 MSc Product Design - Eindhoven University of Technology
- 2016 - 2020 BSc Industrial Product Design - The Hague University of Applied Sciences