# YINGRI XU

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A multidisciplinary designer with a passion for project-driven learning and a knack for illuminating various skill trees. Proficient in storyboarding, sketching, rapid prototyping, and R&D workflows with both software and hardware tools. My keen insights into human behavior and the future often allow me to identify design pain points and empathize with project stakeholders. I am deeply interested in AI&robot, XR (Extended Reality), and 4D printing, and I am eager to work with the best teams in these fields.

## EDUCATION AND QUALIFICATIONS

### Royal College of Art (QS ranked #1), London, UK
2021.9 - 2023.7

Design Products/Design Futures (MA/MDe) — Future Material Lab, XR Lab

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| RCA2023 SHOW | Exhibitor/Video Planner |
| 2023 RCA Design Futures Workshop - The Human-Robot Community: How to Coexist | Initiator/Speaker |
| 2022 RCA Grand Challenge X Logitech X Nemo's Garden - Ocean Economy Research VR Group | 3D Design & Development |
| 2022 RCA WIP SHOW X London Design Week: Regenerative Future | Exhibitor |

### Southeast University (China Double First Class University), Nanjing,
2015.9-2019.7

Product Design (BA) — GPA 3.7/4

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| 2016-2017 Southeast University Student Research Training Program | Game Art Director/UX Designer |
| 2016-2017 Architectural and Landscape Sketches and Representation Course, , Southeast University | Teaching Assistant, intern |
| 2015-2017 Propaganda/External Relations Department of the Student Union, Southeast University | Minister |

## PROJECT EXPERIENCE

### Cybercommunism: New Robotics Typology and Strategic Design Based on Max Neef's Social Development
2023.3-2023.7

- Devised an AI systemic management strategy, creating a sustainable social form via robotic typology.
- Established a Knowledge Graph base on future digital policies (Industry 4.0, Web 3.0) using Obsidian.
- Authored future policy guidance documents "Cybernetic Communism Manifesto 2050" and "Cybernetic Communism Blueprint 2050-2055" based on the United Nations Sustainable Development Goals (SDGs).

### Cybercommunity 2052: Sustainable Material Circulation Community System for Humans and
2022.7-2023.7

- Authored a dystopian worldview on AI and robotic technology sustainability, creating an animated short film.
- Designed a potential smart community form of a material recycling system for 2052.
- Developed a 3D printing application for a 4-axis robotic arm, integrating embodied robots using XR devices and Unreal Engine.

### Future Research Lab: Alternative Economy Project Group
2022.9 – 2022.12

- Coordinated a team to analyze future business operation modes, role-playing different stakeholders.
- Produced an animated short film "Die in Metaverse" and created a VR immersive narrative scene "Cyborg - Post-human Cognitive Contradiction".

### Kelp: Oculus VR Game Scene and Interaction Design Based on Unreal Engine
2021.11-2022.2

- Participated in RCA's XR lab's Unreal Engine and Blender workshops, learning the complete VR development process;
- Independently completed game assets, coordinated design of material maps and interaction blueprints.
- Developed an immersive interaction mode of "swimming" in the deep-sea scene in Unreal Engine.

### Composite Material 4D Printing and Control of Driving Factors
2021.11-2022.6

- Explored the self-assembly process of composite materials (such as polylactic acid, thermoplastic polyurethane, lignin, etc.) under prestress-driven 4D printing.
- Successfully established composite material models using simulation CAE software (Abaqus and Digimat).
- Designed a workflow to simulate driving factors and reverse engineer 3D printing models.

## WORK EXPERIENCE

### Design Studio X—GOKU's Studio
Founder     2019.12-Present

- Responsible for the development and operation of the personal design studio (non-profit) website, providing ESG standard design solutions.
- Collaborated with InnovationRCA, the People's Government of Jiangxi Province, the People's Government of Zhangshu City, and Zhangshu Pharmaceutical Factory to promote industrial waste solutions.
- Provided visual image consultation for the "Pocket Elf Nature Education" product.
- Responsible for spreading creative education knowledge to left-behind children's teachers in the Southeast University "Left-behind Children's Sci-Tech Innovation" social practice.

### Chengzhen Precision Machinery Co., Ltd.
Structural Engineer, intern     2017.6-2017.9

- Assisted in prototyping the metal shell of a new drone and confirmed the number of parts in the final production plan.
- Responsible for CNC and 3D printing tool path programming to ensure precision and efficiency in the production process.
- Worked closely with the production team to ensure programming strategies matched actual production needs.

## SKILLS

2D: PS, Procreate, XD, Figma, AI, ID
3D: Rhino, Keyshot, Blender, Solidworks
Animation: PR, AE, Blender
AI Tool: ChatGPT, Notion AI, Stable Diffusion
Game Engine: Unreal Engine, Unity3D
Programming Language: Arduino, C/C++
Language Skills: Mandarin (native), English (fluent)
Workshops: Rapid Prototyping (3D Printing/Laser Cutting/CNC), Creative Computing, Sketch/Sketching Techniques, Storyboard & Brainstorming

## KEY ACHIEVEMENTS

UN Course Certification: Sustainable Finance
Master's Thesis: "Is it possible for future products to have biological features?"
5 Designs in Makerbot Thingsverse open-source community
Debugging of Creality Ender 3 v2 3D printer and Marlin firmware
2019 Excellent Graduation Design at Southeast University
2018 iF Design Talent Award
2018 SAIC Design Challenge Global Top 100
Outstanding Team Award at the 6th National Youth Maker Camp, Third Prize in the China University Computer Design Competition, and Outstanding Student Leader at Southeast University, etc.