

# Zining TANG

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Address: 17 Planet St., Providence, RI 02903, USA

## EDUCATION

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### Rhode Island School of Design

*BFA Industrial Design | GPA: 3.73/4.0 (Semester Honors)*

2022 - 2026

- **Selective Modules:** Computation, Technology, and Culture (CTC) Concentration
- **Toolkit:** Illustrator, Photoshop, Figma, Blender, SolidWorks, KeyShot, Rhino, Unreal Engine, Unity, GameMaker Studio, Stable Diffusion
- **RI Cross-registered Student** at the East Asian Studies Department of Brown University
- **RISD Global Summer Course Exchange Program** at Kyoto Seika University (Kyoto, Japan), studio training in visual storytelling and interactive arts

## INTERNSHIP EXPERIENCE

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### Shanghai Lingyingti Intelligent Technology Co., Ltd.

*Remote Intern*

05/2025 - 08/2025

- Participated in the full R&D lifecycle of an AI glass from concept development, interaction architecture, and visual design to final product launch.
- Spearheaded UI/UX design for the official website onboarding page and contributed to core product function and interaction flow design.
- Enhanced the overall product experience through user insights analysis and rapid prototyping, and created visual and interaction deliverables for roadshows, contributing to successful funding and mass production.

### Ningbo Chutian Advertising Design Co., Ltd.

*Design Intern*

05/2024 - 08/2024

- Utilized KeyShot and Blender for industrial product modeling and rendering, designed product animation videos, and supported the creation of promotional visuals for client products.

### Ningbo Joyson Electronic Corp.

*Design and Visual Media Intern*

06/2023 - 08/2023

- Designed aesthetically pleasing visuals and media content showcasing the factory's advanced automated manufacturing processes for brand promotion.
- Created posters, infographics, and workflow diagrams to enhance cross-department communication efficiency, earning commendations for translating complex technical concepts into easy-to-understand visuals.

## COMPETITIONS

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### AI 2025 FOR CODE - AI Coding “Digital Pet” Web APP

- Developed an AI-driven digital-pet web app with a Django REST backend, GPT-4-powered, featuring vision-based micro-expression analysis to generate adaptive pet behaviors and emotion-responsive feedback.
- Applied an interdisciplinary approach, combining interaction design with education, psychology, and health within an ethical framework, to explore whether virtual AI companions can support self-reflection and emotional regulation.

- Secured **2nd place** in the national-level competition for demonstrating innovative AI design, affective computing, deep interaction design, and robust end-to-end system execution.

### **2024 IDSA Marathon Design Competition (5-Hour Team Challenge)**

- Designed a tabletop card game to immerse young players in a play-based Cantonese language learning environment, winning **2nd place** for the game's value in promoting cultural preservation.
- Created card visuals, info-architecture, 3D models, and packaging using Figma, Illustrator, and Blender.
- Collaborated with the team to brainstorm language tasks, strategy mechanics, and cooperative gameplay.

### **Individual Project: Development of the Visual Novel Game Bubble for Global Game Jam 2025**

- Built a fully playable visual novel game within 48 hours using HTML5, featuring the RISD campus as the narrative setting and paying homage to the *Fate/Stay Night* series.

## **ACADEMIC PROJECTS**

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### **Collaborative Study Project - Shmupformer FPS Game Making**

- Contributed to the development of an original FPS game through art design and combat system programming, including enemy AI, attack patterns, damage calculations, and difficulty balancing.
- Ensured smooth project implementation by supporting team members through technical challenges, tight deadlines, and high-pressure situations.

### **Brown-RISD Game Developers (BRGD)**

- Contributed to the strategy game *Suitor's Proposal* through character art design, PNG asset integration in the Godot engine, and collaborative version management using Git and GitHub.
- Participated in the development of the puzzle game *Hungry Haus* by creating the Dual-Reality system, implementing first-person controls and puzzle framework in Godot, and building an integrated 3D–2D interface using CanvasLayer and signal-based interactions.

### **RISD NASA Club - NASA Human Exploration Rover Challenge (HERC)**

- Utilized Rhino, Fusion 360, and SolidWorks to model, iterate, and optimize structural and mechanical components for a NASA rover design project.
- Designed and fabricated the rover's wheel assembly and its brake linkage by leveraging strong metalworking and woodworking skills.

### **AR Virtual Platform Development for Facilitating Smart Construction**

- Acted as technical lead supporting the Cogdrive Lab at Tsinghua University in building an AR virtual platform for SANY Heavy Industry's smart-construction planning and training, helping define asset requirements and interaction needs for real-time deployment.
- Built a production-ready 3D asset library of 24 crane and hoisting vehicles in Blender and Maya, designing skeletal hierarchies, IK constraints, and clean deformation rigs to enable high-fidelity animation for AR experiences and demonstration videos.