

XIAOXI LUO

PRODUCT DESIGN | RAPID PROTOTYPING | ADDITIVE MANUFACTURING

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Graphic Design senior with prior Engineering Design coursework and hands-on experience developing physical products in SolidWorks and Nomad Sculpt, producing FDM/SLA prototypes, and building silicone molds. Founded a small e-commerce studio and carried original products from concept through fabrication, finishing, packaging, and customer delivery.

EDUCATION

Saint Mary-of-the-Woods College — B.A. in Graphic Design

Expected May 2027

GPA: 3.82/4.00 | Dean's List: Spring 2025, Fall 2025

Relevant coursework: Identity and Application; Design Principles and Methods; Layout and Typography; Web Design

Rose-Hulman Institute of Technology — Coursework in Engineering Design

Sep 2021–Nov 2024

Relevant coursework: Product Design, Engineering Design Studio, Circuits, Statistics, Marketing

EXPERIENCE

Founder & Product Designer — Xiaoxi Studio LLC

Sep–Nov 2024

- Designed and produced approximately 10 silicone squeeze-toy concepts, taking each from digital sculpting and 3D-printed masters through mold making, casting, finishing, and packaging.
- Etsy shop record: 52 lifetime sales across product lines and a 5.0 rating across 25 reviews; independent storefront: 13 orders and \$946.61 in gross sales.
- Operated Bambu Lab P1S FDM and Elegoo Saturn 3 Ultra resin printers to prototype and produce small-batch products in PLA and photopolymer resin.
- Independently managed product photography, pricing, inventory, e-commerce merchandising, fulfillment, and customer communication while growing a Xiaohongshu audience to approximately 1,150 followers.

SELECTED PROJECTS

Silicone Product and Mold Development — Independent Project

Jul–Nov 2024

- Sculpted organic masters in Nomad Sculpt, used SolidWorks for a related mold study, and fabricated resin-printed masters and P1S-printed PLA mold walls.
- Iterated a fish-egg design from early casts to a larger version, refining mold and casting steps to reduce bubbles and improve surface finish and repeatability.

Cube Remote — Individual Product Design Project

Sep–Nov 2023

- Built a multi-component SolidWorks assembly for a cube-shaped smart-home remote that consolidated lighting and audio controls through dual joysticks, LEDs, and a compact enclosure.
- Tested a lo-fi prototype with two users through cognitive walkthroughs and used the findings to define changes to control placement, labeling, and feedback before fabricating a physical prototype.

TerraFlow Automated Plant-Care System — Four-Person Team Project

Mar–May 2023

- Collaborated on an automated plant-care prototype integrating soil-moisture, temperature and humidity, and light sensors with an Arduino-controlled water pump.
- Developed and debugged a Python Tkinter GUI that displayed refreshable sensor readings and prototyped MQTT and Wi-Fi data exchange with the microcontroller.

TECHNICAL SKILLS

CAD & 3D Design: SolidWorks (parts and assemblies), Nomad Sculpt, Blender, HueForge

Graphic & Interface Design: Adobe Illustrator, Photoshop, InDesign, Figma

Prototyping & Fabrication: FDM printing, SLA/resin printing, silicone mold making and casting, model finishing, painting and airbrushing

Slicing & Equipment: OrcaSlicer, Bambu Studio, Creality Print, CHITUBOX; Bambu Lab P1S, Elegoo Saturn 3 Ultra

Programming & Additional: Python/Tkinter, HTML/CSS/JavaScript, and Java (basic); product photography, packaging design, video editing; Mandarin Chinese (native), English