

SUMMARY Detail-oriented interior designer with experience in both residential and commercial projects. Skilled in space planning, construction documentation, and FF&E coordination. Known for clear communication, collaboration with clients and consultants, and an organized, thoughtful design approach.

EDUCATION **Master of Arts in Interior Architecture & Design (2025)**
Academy of Art University, San Francisco, California

Bachelor of Interior Design (2016)
Utah State University, Logan UT
Minors - Art + Management

LANGUAGE **Chinese** (Native) **English** (Fluent)

INTERNSHIPS **Vicente Wolf Associates** (New York City, Summer 2015) **Drake Design Associates** (New York City, Summer 2015)

SKILLS **Computer/ Tools**

- Revit
- AutoCAD
- 3DS Max
- After Effects
- Microsoft Office
- Studio Designer
- Adobe InDesign
- Adobe Illustrator
- Adobe Photoshop

Technical

- Model Building
- Space Planning
- Hand Rendering
- Computer Rendering
- ADA Requirements
- FF&E Documentation
- Lighting & RCPs
- Construction Documents
- Design Development

EXPERIENCE **Functional Creative Design (2021-2024)**

- Worked on residential and commercial interior design projects from concept through construction documentation
- Developed space plans, furniture layouts, and detailed AutoCAD drawings
- Produced construction documents, finish schedules, and FF&E packages
- Coordinated with clients, vendors, and consultants throughout the design process
- Assisted with material selection, lighting layouts, and specifications
- Supported project management tasks, timelines, and design revisions

Dunker Beal Interior Design (2016-2018)

- Assisted with residential and commercial interior design projects from concept through documentation
- Developed space plans, furniture layouts, and presentation drawings
- Prepared construction documents and finish schedules using AutoCAD
- Supported material, furniture, and lighting selections
- Coordinated with vendors, consultants, and contractors
- Participated in client meetings and design presentations

