

# Calvin (Hao-En) Sun

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Impact-driven UX and Product Designer pursuing an MFA in User Experience Design.  
Specialist in transforming complex insights into human-centered products

## Work Experience

**College for Creative Studies** *Dec 2025- Present*  
**Graduate Teaching Assistant (UX Design)** *Detroit, MI*

- Accelerated design-to-prototype workflows for 30+ students by leveraging AI-assisted coding and vibe coding to transform UI concepts into interactive projects.

**Health Odyssey Studios** *Sep 2025- Dec 2025*  
**UX Designer (Sponsored Studio)** *Detroit, MI*

- Immersive Design:** Translated complex healthcare data into emotionally resonant visual narratives for immersive VR experiences.
- Rapid Iteration:** Streamlined research synthesis using AI to increase iteration speed for early-stage MVP concepts.
- Collaborated in a fast-paced environment to align R&D insights with user-centric product goals.

**General Motors** *Jan 2025- May 2025*  
**UX Designer (Sponsored Studio)** *Detroit, MI*

- Motion & 3D Storytelling:** Created motion assets and 3D storytelling tools to communicate complex product concepts and design rationale to executive stakeholders.
- Design Systems:** Built and maintained a comprehensive design system to ensure visual consistency across end-to-end digital interaction systems.
- Cross-functional collaboration with designers and researchers to define and meet product milestones.

**Procter & Gamble** *Sep 2023- Dec 2023*  
**Product Designer (Sponsored Studio)** *Detroit, MI*

- Advanced healthcare product development through full-scale prototyping and stakeholder research.
- Synthesized market trends and usage data into actionable opportunities, aligning cross-functional teams.

**TRONNOVATE Design Laboratory INC.** *Jul 2022- Aug 2022*  
**Product Design Intern** *Tainan, Taiwan*

- Designed and launched an interactive WebAR product experience, increasing customer engagement by 30%.
- Contributed to web design for a crowdfunding campaign that raised \$356K+ through compelling storytelling.
- Improved operational workflows through user research, reducing shipping labor by 50%.

## Portfolio

<https://calvinsunhaoen.framer.website/>

## Education

**College for Creative Studies**

Master of Fine Art in User Experience Design  
*Class of 2026*  
GPA: 3.9/4.0

Exchange Student in Product Design  
*Fall 2023*  
GPA: 4.0/4.0, with Full Scholarship

**National Cheng Kung University**

Bachelor of Science in Industrial Design  
*2019- 2023*

## Skills

**2D Design:**

Figma/ Adobe Photoshop/ Illustrator/  
After Effects/ Framer

**3D & Interactive:**

Unity/ Blender/ ShapeXR/ MetaQuest

**Methods:**

Human-centered Design  
Storytelling  
Design Systems  
Rapid Prototyping  
Usability Testing  
AI Assisted Research/ Design  
Vibe Coding

**Programming Language:**

HTML/ CSS/ JavaScript/ C#

**Languages:**

English (Fluent)  
Mandarin Chinese (Native)

## Achievement

**Independent Artist — C.O.G.A Music**

*Sep 2020- Sep 2024*

- Produced and launched 8 music releases reaching 20K+ global streams, demonstrating creativity, storytelling, and end-to-end project execution.