

# Zheng Chen

Interaction Designer · Creative Technologist · Hardware Prototyper

Lugano / Mendrisio, Switzerland · leonardochen00@gmail.com · +41 772663202

leonardo-chen.github.io · linkedin.com/in/zheng-chen-910064228



## PROFILE

Interaction Designer and Creative Technologist with a multidisciplinary background spanning fine arts, interaction design, embedded hardware, AI integration, and physical computing. My work combines design research, engineering, and artistic exploration to transform emerging technologies into meaningful products and interactive experiences. Experienced throughout the entire product development process, from user research and concept development to embedded hardware prototyping, software implementation, public exhibitions, and real-world deployment. Passionate about AI-powered products, wearable technology, robotics, tangible interfaces, human-computer interaction, and intelligent physical experiences.

## EXPERIENCE

### Design Intern — NOI Creative (FOM S.R.L.)

17 Nov 2025 — 5 Mar 2026

Milan, Italy · approximately 620 hours

- Concept development and idea generation
- UX and interaction design exploration
- Design brainstorming and project discussions
- Day-to-day design tasks within the team

### YUMA — Embodied Reflection System for Professional Equestrian Training

Master Thesis · SUPSI · 2025 — 2026

- Led the complete product development process from research to final prototype
- Conducted field research in Switzerland, Italy and Japan; interviewed riders, coaches and equestrian professionals
- Designed interaction flows between rider, horse and coach; built a distributed wearable sensing platform using ESP32
- Integrated IMU, pressure sensing, distance sensing, GPS and wireless communication; designed responsive web and mobile interfaces
- Developed AI-generated reflective insights; built exhibition-ready prototypes and presented them internationally

## PROJECTS

### Remi — AI Companion for Dementia Care

SUPSI · 2025

Designed and developed a multimodal AI companion supporting early dementia users through natural conversations and tangible interaction. Designed conversational interaction; built embedded ESP32 hardware; integrated OpenAI Whisper and Text-to-Speech; developed cloud backend using Supabase; designed multimodal feedback through voice and LEDs focused on cognitive accessibility.

Technologies: AI · Voice Interaction · Embedded Systems · Healthcare UX · Physical Computing

### Tubi — Interactive Public Installation

SUPSI · 2025

Designed a public interactive installation exploring the relationship between reality and fiction through movement, projection, sound and spatial storytelling. Designed visitor interaction; developed motion-based interaction; built installation prototype; designed exhibition experience; public exhibition in Ticino.

Technologies: Interactive Installation · Physical Computing · Projection Mapping · Spatial Experience

### Sony TC-150 Recreation

SUPSI · 2024

Reimagined the classic Sony TC-150 tape recorder as a contemporary interactive object combining physical interaction and digital fabrication. Mechanical interaction design, Arduino integration, hardware prototyping, electronics integration, and laser-cut fabrication.

Technologies: Arduino · Physical Computing · Digital Fabrication · Product Design

## EDUCATION

### Master of Arts in Interaction Design

University of Applied Sciences and Arts of Southern Switzerland (SUPSI) (2024 — 2026)

Relevant Areas: Interaction Design · Human-Computer Interaction · AI Applications · Product Design · Digital Fabrication · Rapid Prototyping

### Bachelor of Arts in New Technologies for Art

Accademia Albertina di Belle Arti di Torino (2019 — 2023)

Relevant Areas: Digital Media Art · Interactive Systems · Creative Coding · 3D Design · Visual Communication · Digital Fabrication

### Italian Language & Culture (CELI B2)

Università per Stranieri di Perugia (2018 — 2019)

Obtained CELI B2 certification in Italian, with professional working proficiency.

### Italian Language & Culture Course (3 months)

Nanjing Normal University (2018)

## TALKS & EXHIBITIONS

### 2026 College Lecturer — Kyoto Sangyo University, Japan

Invited to present YUMA, an AI-assisted wearable interaction system for professional equestrian training; introduced design methodology, demonstrated rapid prototyping, and held an exhibition.

### 2025 Guest Speaker — Chaihuo x.factory (Seeed Studio), Shenzhen, China

Delivered multiple public talks on interaction design, physical computing, rapid prototyping, and AI-powered product development to the maker and innovation community.

### 2025 Selected Interactive Installation — Tubi, Ticino, Switzerland

Selected for public exhibition at Saceba public exhibition space in Mendrisio, Switzerland.

### 2019 Selected Artist — Florence Biennale, Italy

Exhibited Life among De Divina Proportione at the Florence Biennale International Contemporary Art Exhibition.

## SKILLS

|               |                                                                                                                                                                                             |
|---------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Design        | Interaction Design, Product Design, User Experience (UX), Human-Centered Design, Design Research, Information Architecture, User Journey Mapping, Wireframing, Prototyping, Design Systems  |
| Creative Tech | Physical Computing, Interactive Installations, Tangible Interfaces, Experience Design, Wearable Technology, Human-Computer Interaction (HCI), Internet of Things (IoT), Spatial Interaction |
| AI            | OpenAI API, Whisper, Text-to-Speech, Google Gemini, Prompt Engineering, AI Integration, Multimodal Interaction, AI-assisted Product Design, Supabase                                        |
| Hardware      | ESP32, Arduino, Sensor Integration, IMU, Pressure Sensors, ToF Sensors, GPS, Embedded Systems, Wireless Communication, Electronics Prototyping                                              |
| Development   | HTML5, CSS3, JavaScript, Progressive Web Apps, WebSocket, REST API, Git                                                                                                                     |
| Fabrication   | Rapid Prototyping, 3D Printing, Laser Cutting, Electronics Assembly, Soldering, Mechanical Prototyping                                                                                      |
| Tools         | Figma, Adobe Illustrator, Adobe Photoshop, Notion, VS Code, PlatformIO, Arduino IDE, ChatGPT                                                                                                |
| Languages     | Chinese (Native), English (Professional Working Proficiency — IELTS 7.0), Italian (Professional Working Proficiency — CELI B2)                                                              |