




ADELINE

Qinxue Cao

Graphic, Motion, Industrial Designer



 adelineqx.com
 adlineduck@gmail.com
 Los Angeles, California

EDUCATION

 [Sept 2018 – May 2021](#)
ArtCenter College of Design
Master of Fine Arts
Graphic Design

 [Jan 2015 – May 2018, with Honors](#)
Otis College of Art and Design
Bachelor of Fine Arts
Product Design

AWARDS AND RECOGNITION

[Sept 2018 – May 2021](#)
ArtCenter College of Design
Merit-Based Scholarship

[Sept 2016 – May 2018](#)
Otis College of Art and Design
Merit-Based Scholarship

SKILLS

Digital and analog typography
Motion graphics
Package design
Marketing and branding research
Industrial design and development
UI/UX
Drawing, painting, and sketching
Geometry, Mathematics and Physics
Work in both MacOS and Windows

SOFTWARES

[3D Programs](#)
Rhinoceros 3D, Cinema 4D, KeyShot,
Solidworks, Marvelous Designer

[2D Programs](#)
Adobe InDesign, Illustrator, Photoshop

[Video Editing Programs](#)
After Effects, Premiere

[Sound Editing Program](#)
Adobe Audition

[UI/UX](#)
Figma, Adobe Xd, Javascript coding

[Handcrafting](#)
Acrylic fabrication, sewing, ceramics,
wood fabrication, silkscreen print,
package mock-ups

[Product Rapid Prototyping](#)
3D print, laser cut

[Office Suite Programs](#)

LANGUAGES

[Native Language](#) Chinese Mandarin
[Proficient](#) English
[Learner](#) Korean

EXPERIENCE

[September 2021 – Present](#)
Wishare Digital, Los Angeles, CA
Graphic Designer, Motion Designer
Provided design assets for clients in different fields.
Created ads to post on different media, including Youtube Ads, Google Ads, Instagram promotions, and print materials through graphic design using Adobe Illustrator and InDesign.
Made Motion Graphics(MG) product explanation and promotion video for two clients using After Effects and Cinema 4D, and sound edition using Adobe Audition.
Updated some clients' web user interface(UI) designs using Figma.
Helped develop new Visual Identity of Wishare Digital, as well as one of the clients who owns a Youtube Channel.

[June 2019 – August 2019](#)
WE Marketing Group, P. R. China
Graphic Design Intern
Collaborated with a team to provide graphic materials under the existing visual system for Camphor Tree Mansion Real Estate, Wuxi, Jiangsu Province.
Designed three logo motion graphics using After Effects in different styles for Star City Real Estate, Nanjing, Jiangsu Province.

[July 2018 – August 2018](#)
Neusoft Corporation, Nanjing Branch, P. R. China
Graphic Design Intern
Developed the introduction booklet of the company about their history and products.

[June 2017 – September 2017](#)
Santa Monica Plastics LLC, Santa Monica, CA
Product Design and Illustration Intern
Filled clients' orders for acrylic product design and manufacture. Designed a skateboard illustration for their new-launching skateboard product series.

[September 2016 – December 2017](#)
Otis College of Art and Design, Product Design department, LA, CA
Teaching Assistant for Visual Communication I and II
Assisted the instructor Mikki Hunt by helping the students learn perspective drawing and rendering by hand.

[July 2016 – August 2016](#)
Nanjing Hongyi Cultural and Art Co., P. R. China
Product Design Intern
Collaborated with the team to create a prototype for the China Future Technology Award's trophy. I 3D modeled and rendered the trophy with Rhinoceros and V-ray.

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FREELANCE EXPERIENCE

October 2021 – November 2021

MetaArms, Los Angeles, CA

Graphic Designer, Presentation Designer

Client's field: VR Games.

Helped the team pitch their business plan to the sponsors.

My duty includes:

The brand design includes logos and other visual assets.

Presentation deck design.

July 2021 – August 2021

(Temporarily Non-disclosed) , Los Angeles, CA

3D Spatial Designer, Motion Graphic Designer, Brand Designer

Client's field: Electronic Furniture.

Helped the team to pitch a new branding concept to a client who is planning to start their business(temporarily non-disclosed).

My duty included:

3D modeling the interior design of the store with Rhinoceros 3D.

Making Motion Graphics and animations using After Effects, telling the story of how a user may access the brand and how will they become long-term customers.

Designing the logo and other visual assets for the brand using Illustrator and Indesign.

(Project duration: 2 weeks)

April 2020 – June 2020

Nanjing Inven Digital Technology LLC, P. R. China

Graphic Designer

Investigated and developed a brand visual language for this new software engineering company. I purposed some ideas using Illustrator. We went through three rounds of review and chose the best one.

April 2020 – June 2020

Tour of Recipe Wechat Channel, P. R. China

Graphic Designer

Collaborated with the team and developed a new visual language system for Tour of Recipe, an online platform that offers Nanjing local food info and merchandises. The process includes market research and four rounds of ideation using Illustrator.