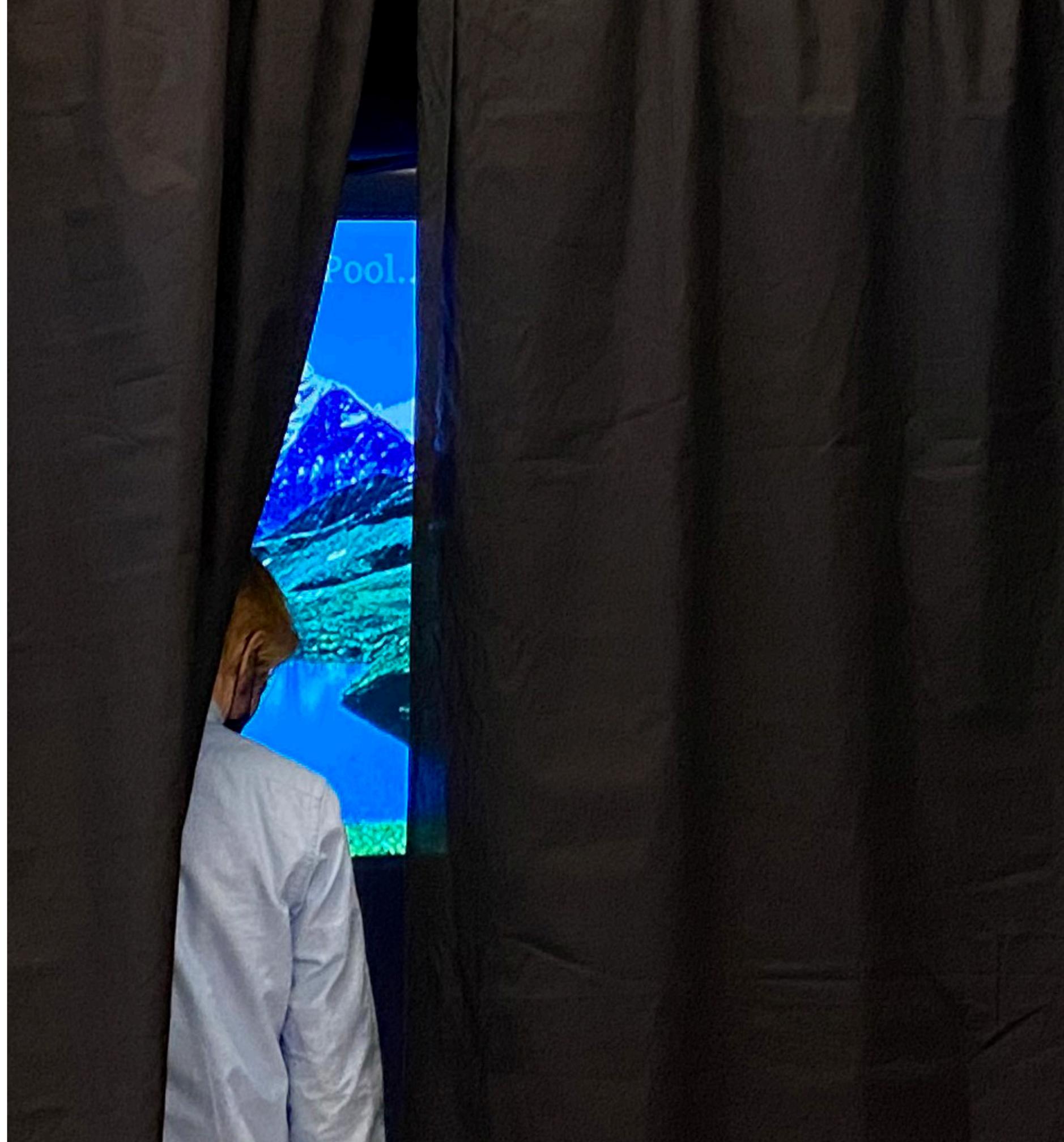# PORTFOLIO

MING GONG

# 01 REFLECTION POOL

INSTALLATION
2021

Reflection pool is an installation that allows for individual self expression and reflection through audio-visual communication.

The motivations behind this project were to give people an outlet to talk about their feelings through an artistic medium. Oftentimes, we find it hard to begin talking about how we are feeling curretly or how to process our emotions. Bridging our emotions through visuals might be a start to prompt us to share and help us visualize how we might feel internally.
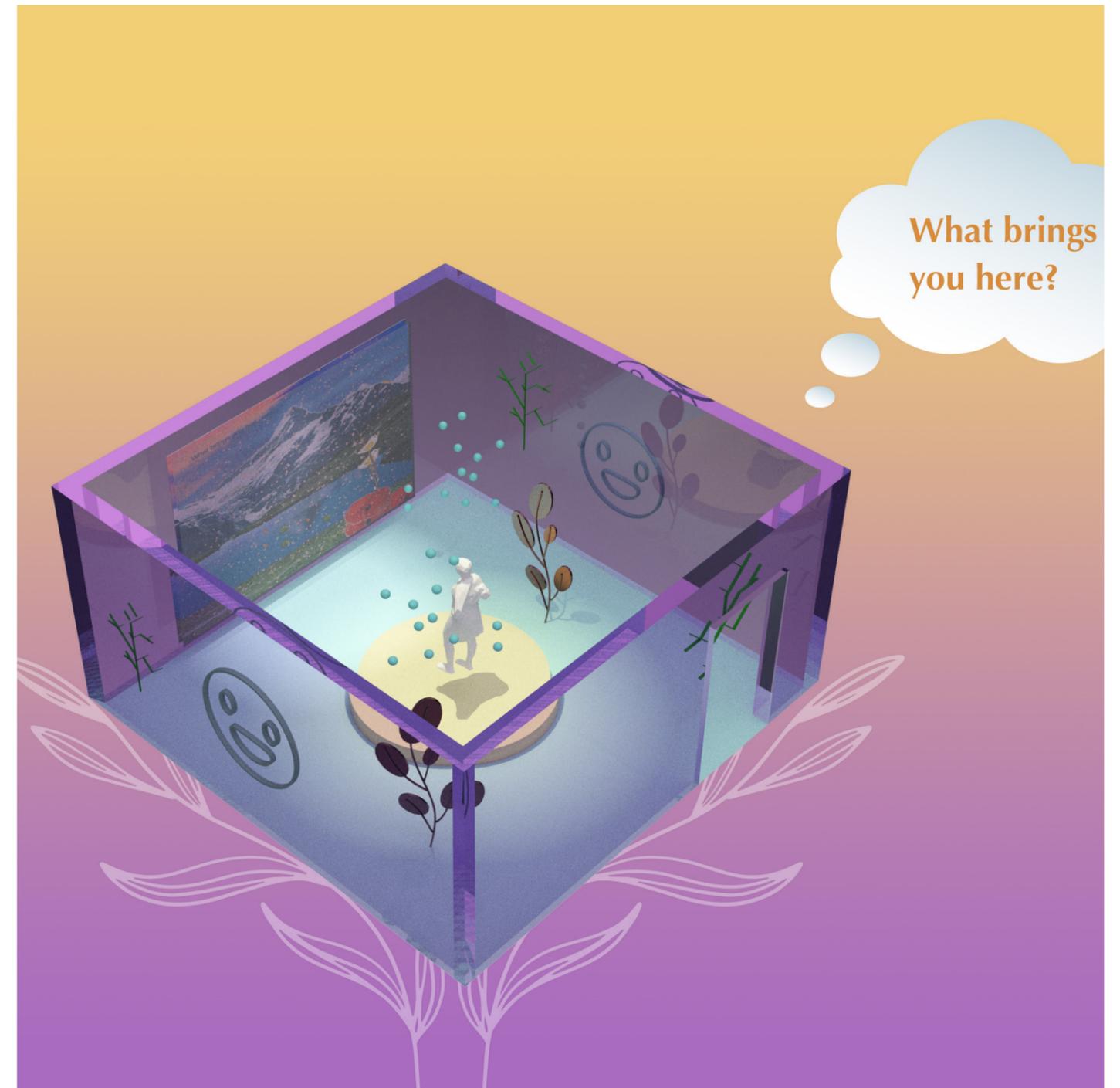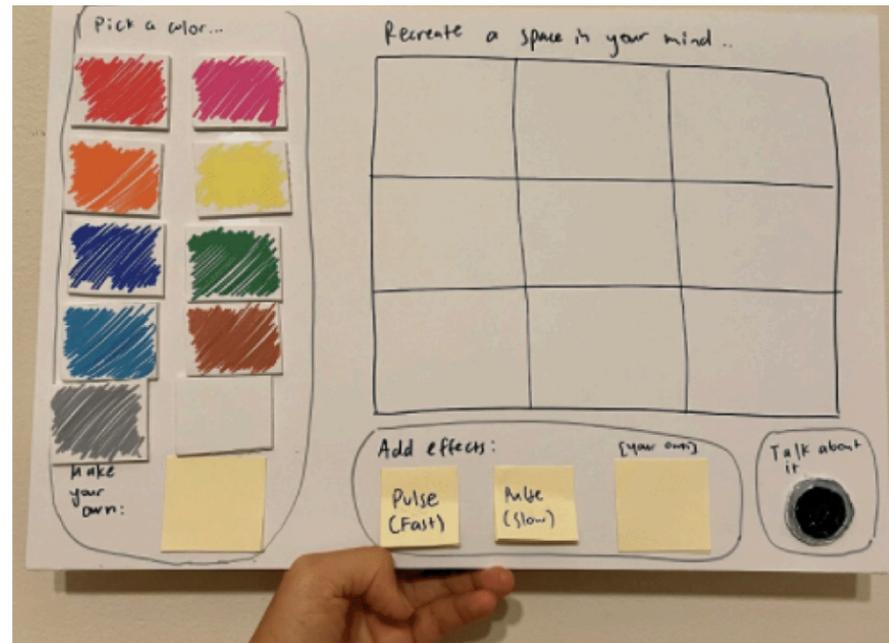
IDEATION & TESTING

How might we help people process emotions through an accessible, immersive, and expressive experience?
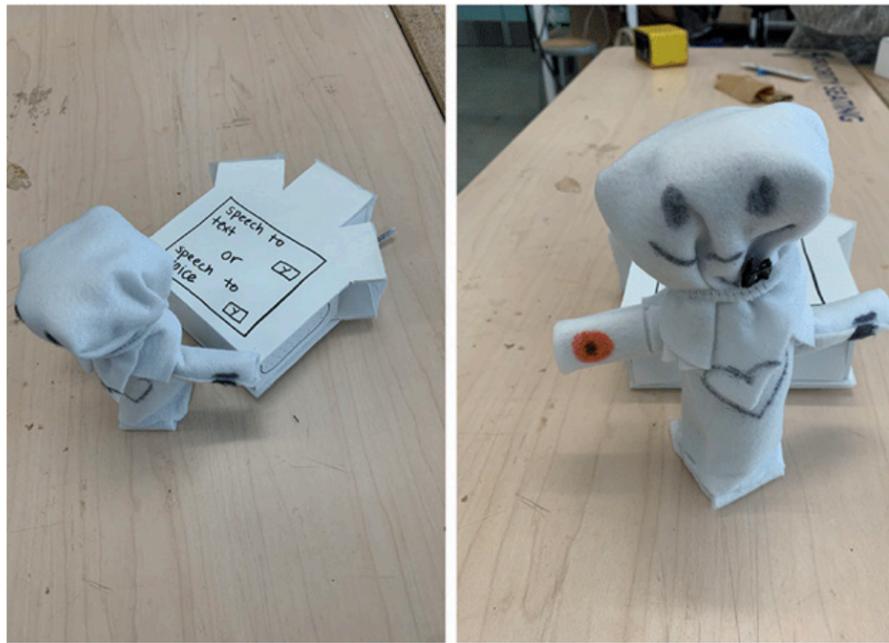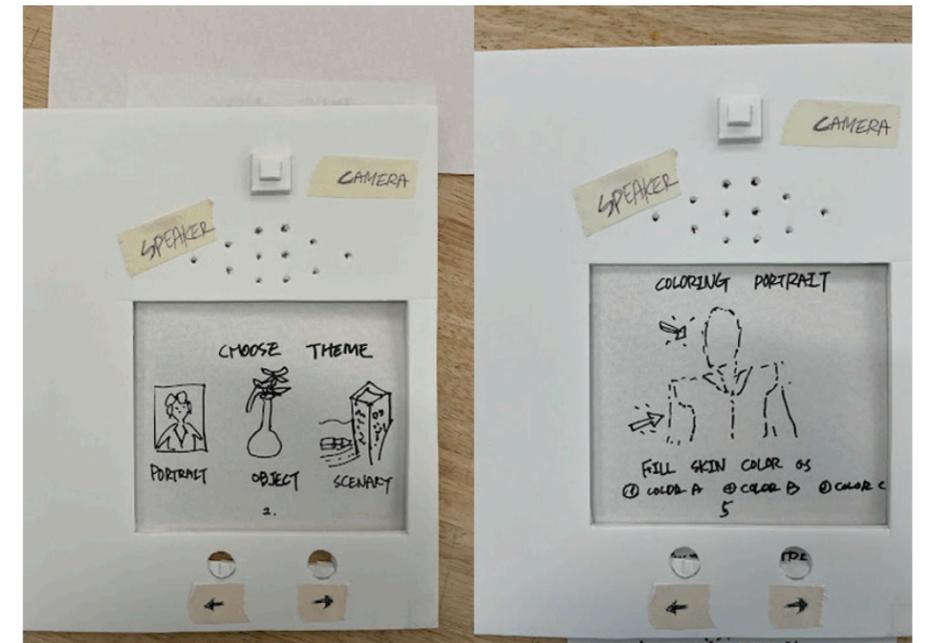

Talking Doll

People would like to get somethings in return for the effort they put into an interaction.

Emotion Board

The act of describing something in mind can be stressful and emotionally exhausting.

Drawing makes fun

People are excited about the idea of abstracting their feelings into something new and expressive, which is not a replay of what they say.
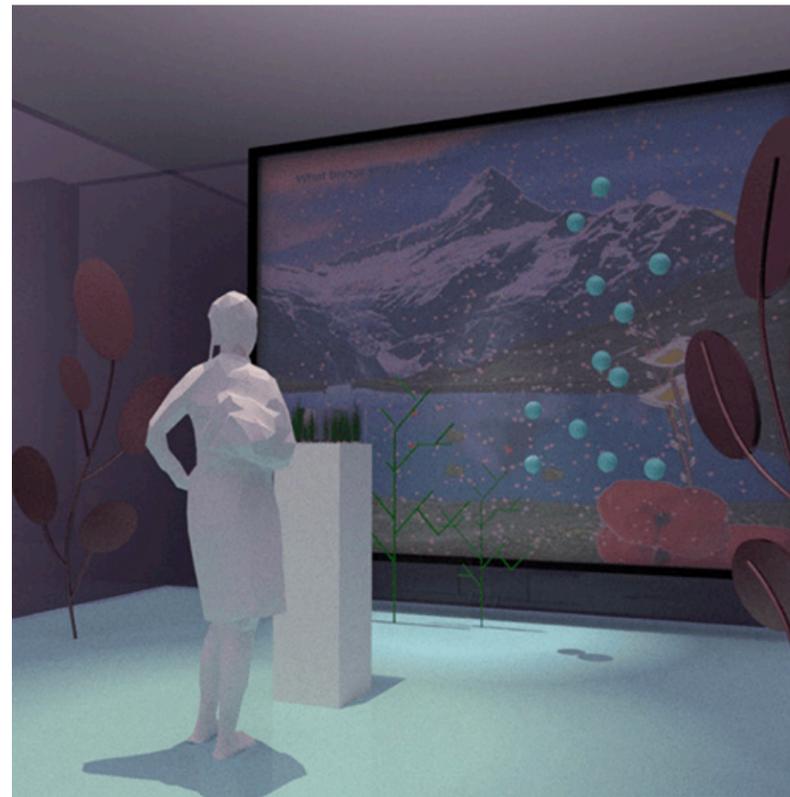
FUNCTIONALITY

The immersive space is made up of three parts: the podium, booth, and a screen. The more you begin to share, the more you will be able to see.
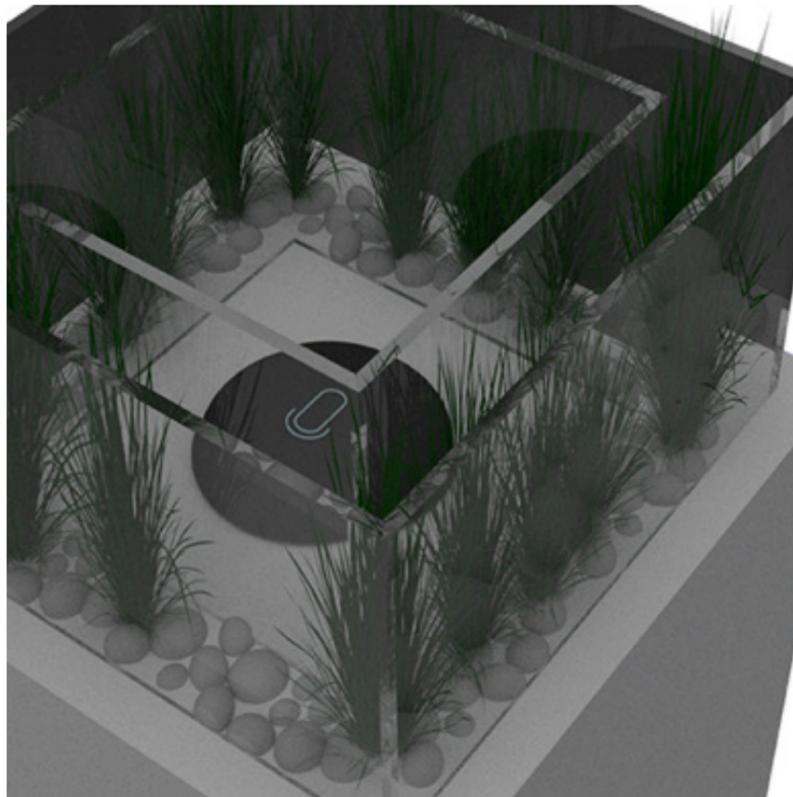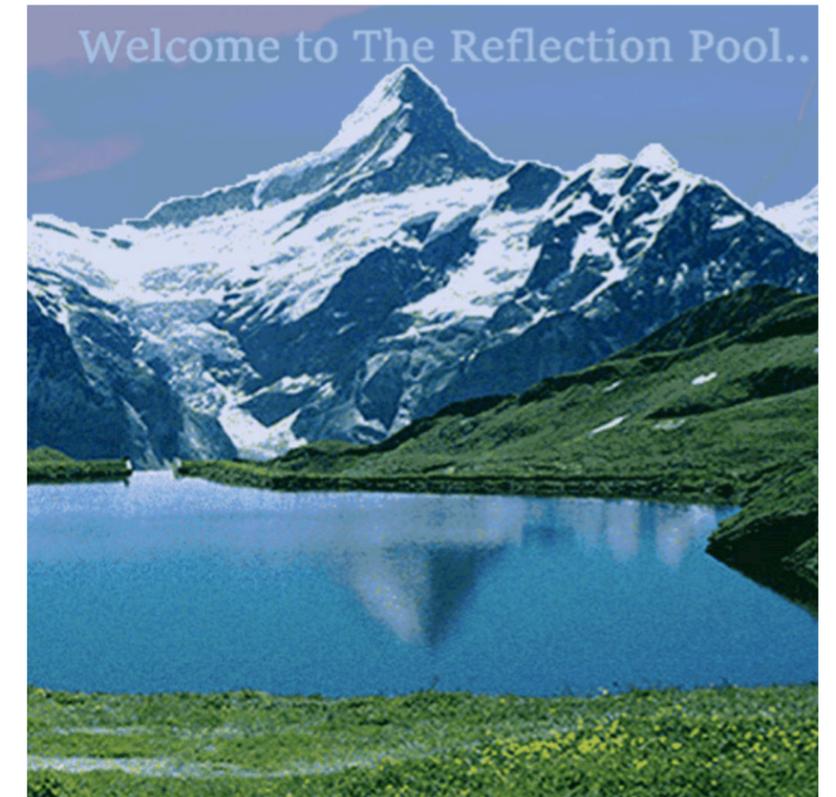

Podium

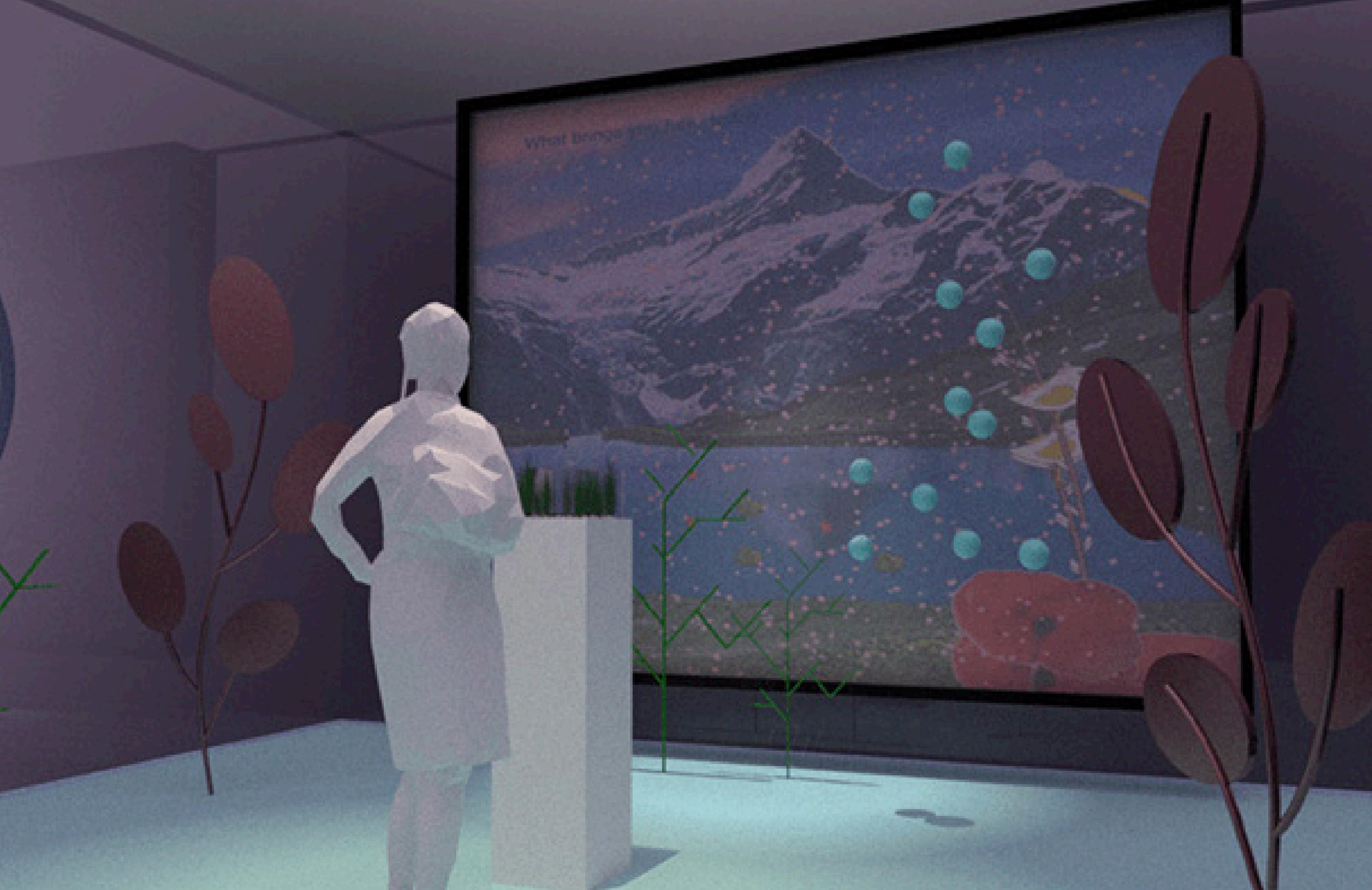Capturing speech
Lighting up the space

Booth

Private and immersive space
Fiilled with nature elements

Screen

Visualized outpot based on users'
words and sentiments

What brings you here

02 HAND REHAB

SOFT ROBOTIC
2022

Hand Rehab is an auxiliary medical device for hand rehabilitation based on soft robotics.

Rehabilitation after the hand/brain injury has always been a tricky problem. There are many people in the world currently suffering from it. In this project, we want to help the patients who need hand rehabilitation by applying soft robotics to their hands.

HandRehab includes a mobile app and a pair of smart gloves, It helps the users to bend their fingers, practice hand gestures, and develop muscle strength easily. It could also gradually increase the pressure and frequency so the hand could recover faster.

USER PERSONA

Tim Smith
45 Years Old

I had very limited movement in my right hand... I tried to grab small things, but it's hard for me recover.

GOALS

- Recover hand ability soon so he can go back to work.
- Do not want to spend so much money in the period of rehabilitation.
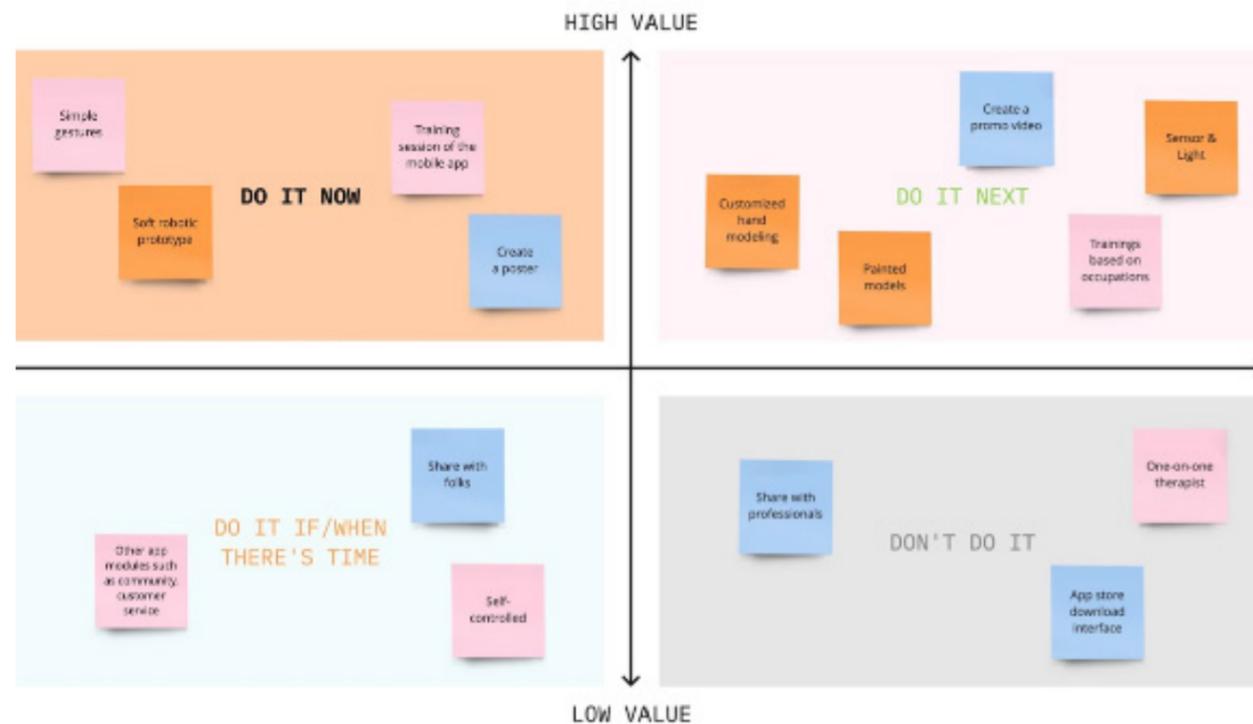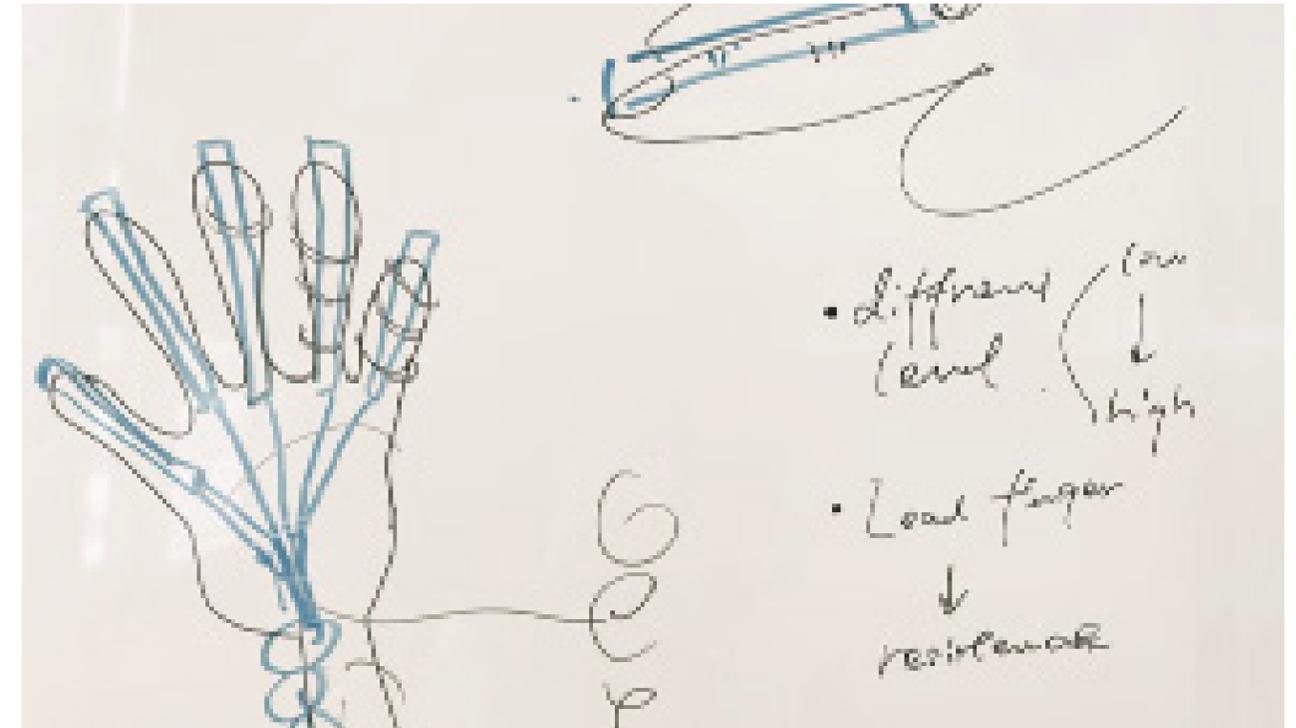- Hope to do exercises at home.

FRUSTRATIONS

- Have no idea of what kinds of practice he should follow for recovery.
- Have no money to have 1:1 practice with therapists.
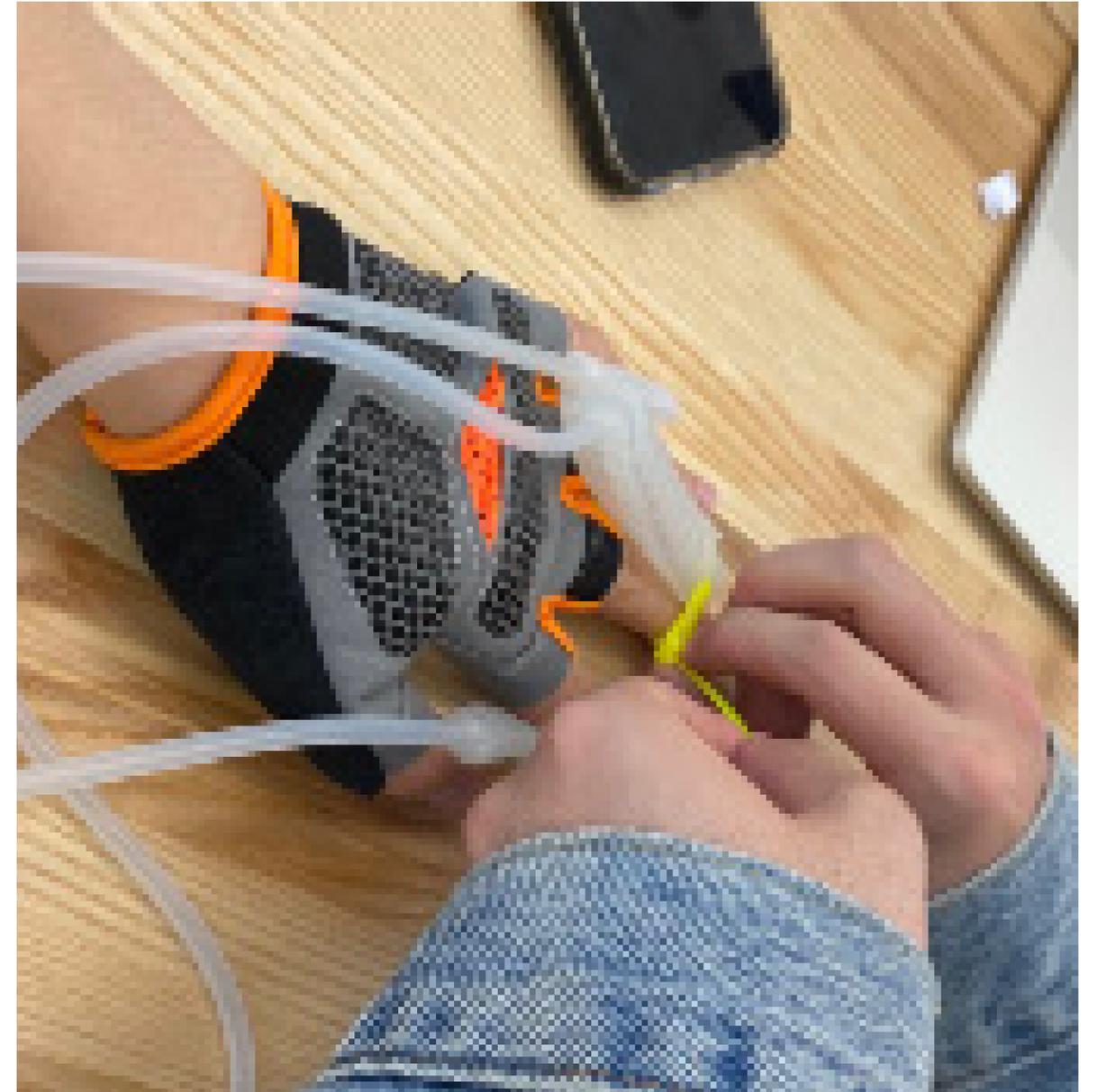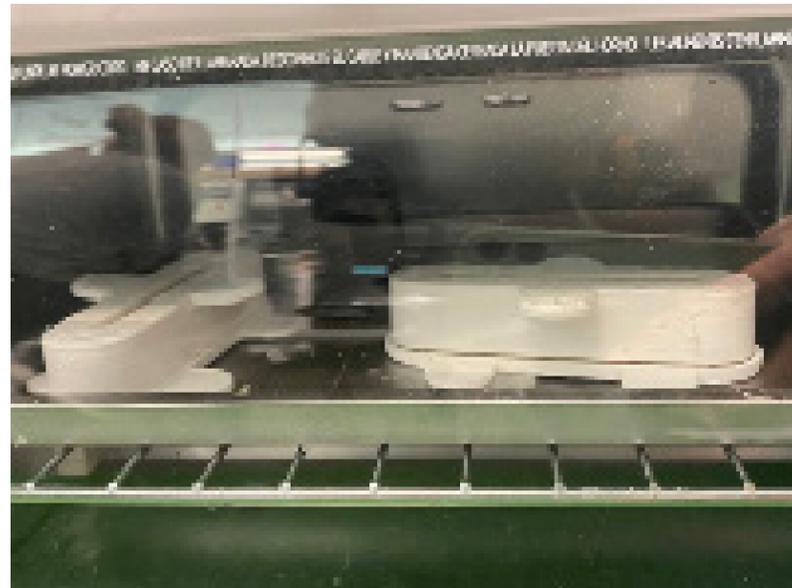- Lack of confidence to recover.

MOTIVATIONS

- Hope to do hand exercise efficiently.
- Improve his independency in daily life.
- Have an open mindset to learn to use the products.

SKETCHES

PROTOTYPING & TESTING
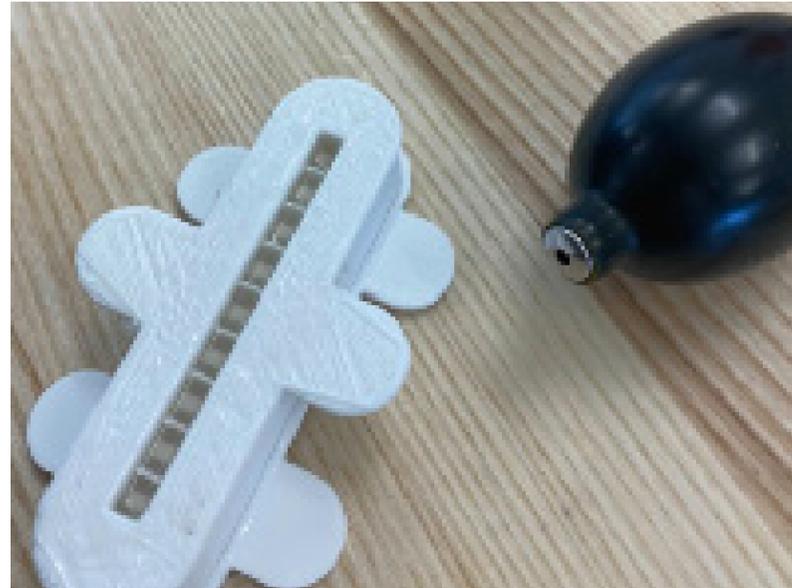
FINAL PROTOTYPE

HandRehab is designed to help patients who need hand rehabilitation. We have a pneumatic glove to help lead your fingers, as well as a mobile app with training sessions. We are always here to accompany you.

03 CONFIGURABLE SEARCH

CENTRIC SOFTWARE
UX DESIGN INTERN
2022

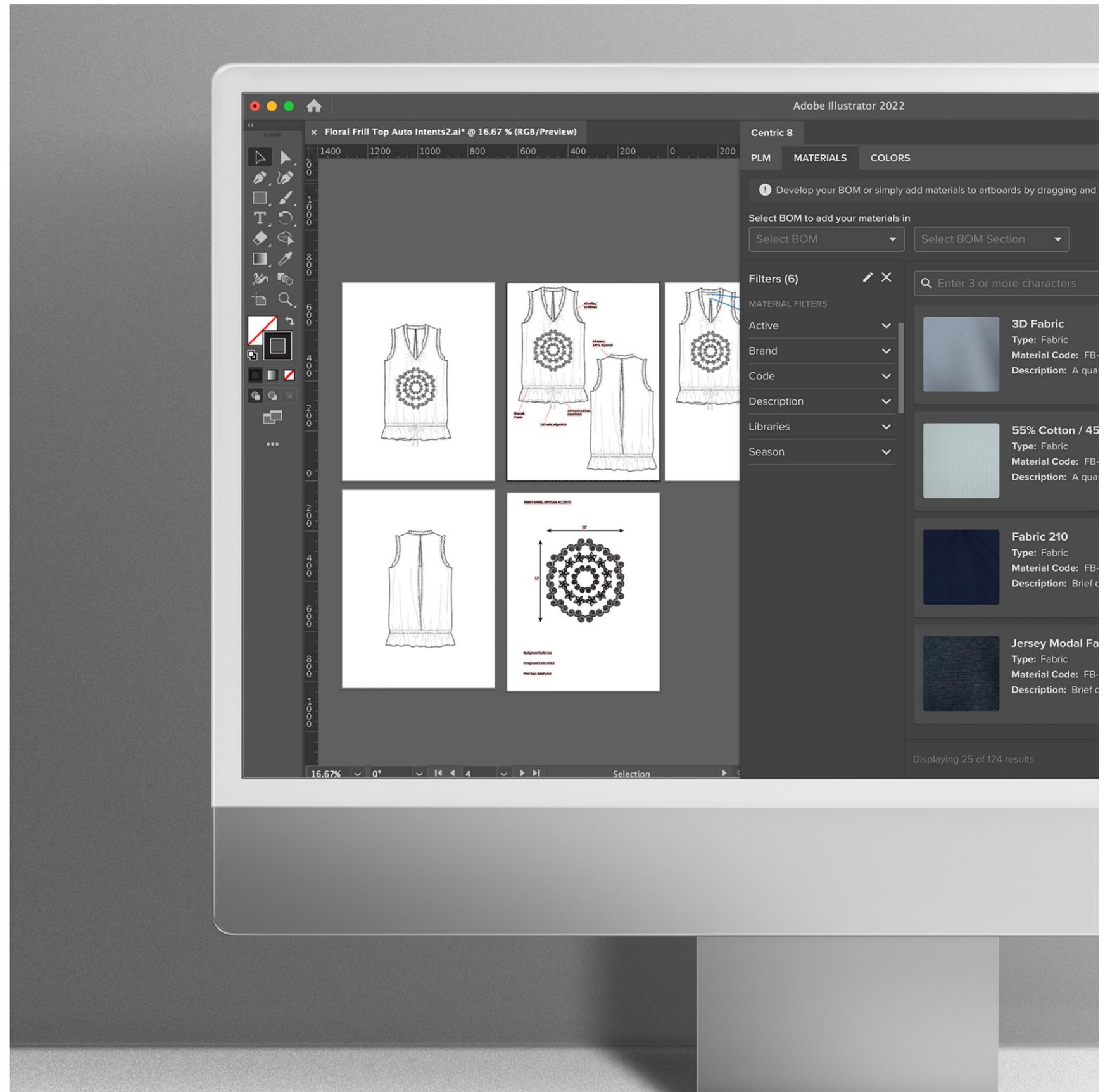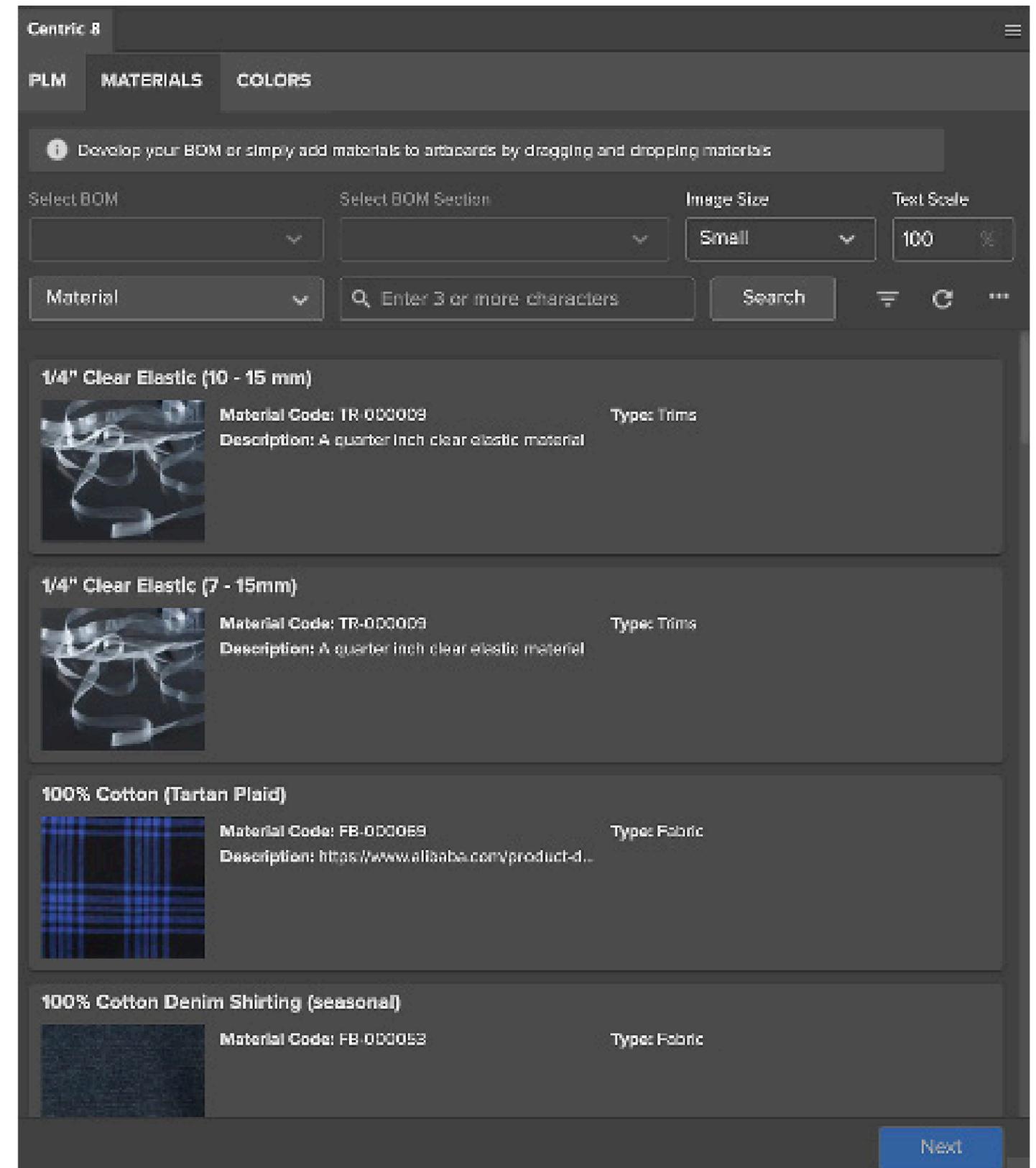## Designing a configurable search and filter feature in Centric to help customers find their desired items more easily and effectively.

PLM Connect is a plugin that links designers' work between Illustrator and Centric 8. It gets products to market faster and empowers designers' lives by seamlessly connecting product information from Illustrator to Centric PLM, such as a jacket's sketches, materials, and color styles.

Unlike the web-based platform where users can glance over dozens of items in a short time, the current search experience of PLMC is time-consuming and cumbersome for our users.

USER FLOW

1. Open the filter panel

Input keywords to search

Open the filter panel

2. Select values

Find the attribute?

Enter the "edit" mode

Select attributes

Save

Adjust values

See searching results

Find the material?

3. Configure filters

4. View results

Select the material

YES

NO
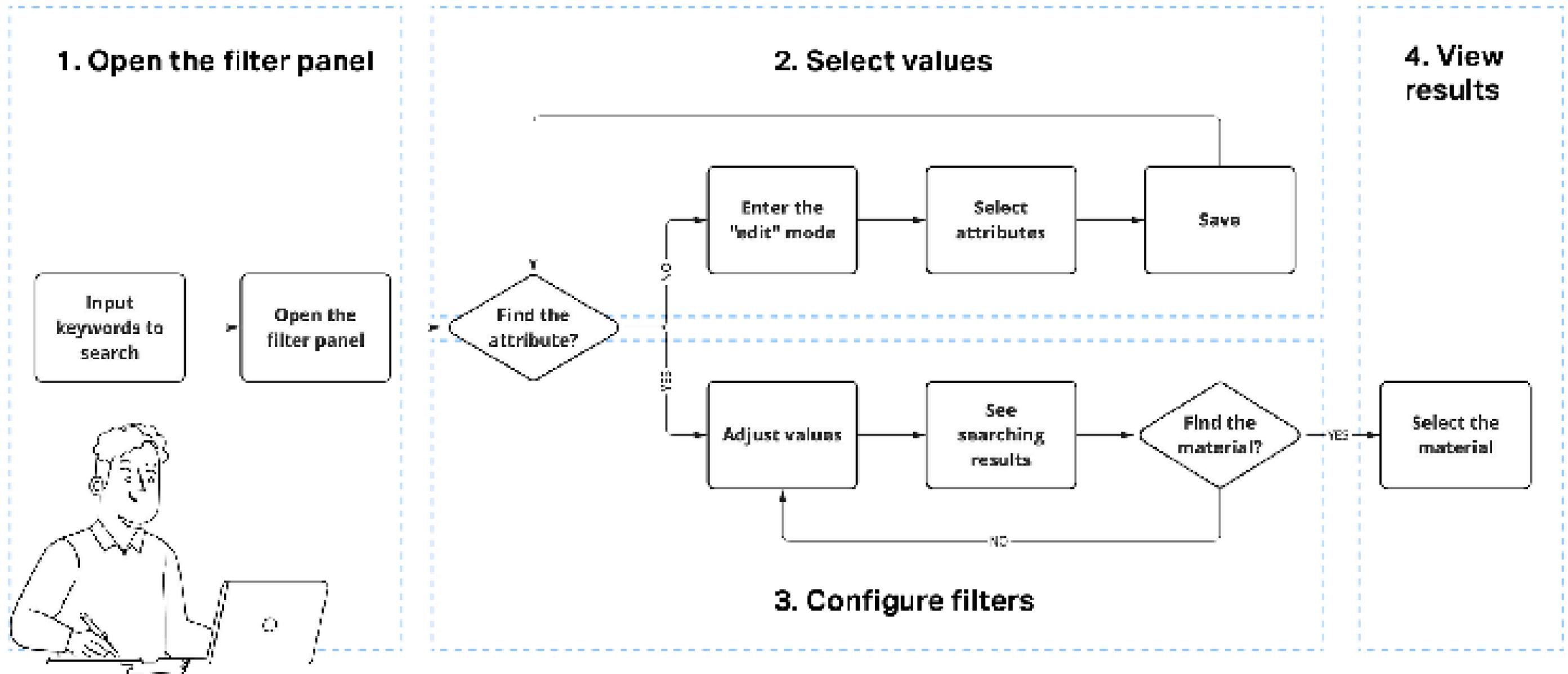
FINAL SOLUTIONS
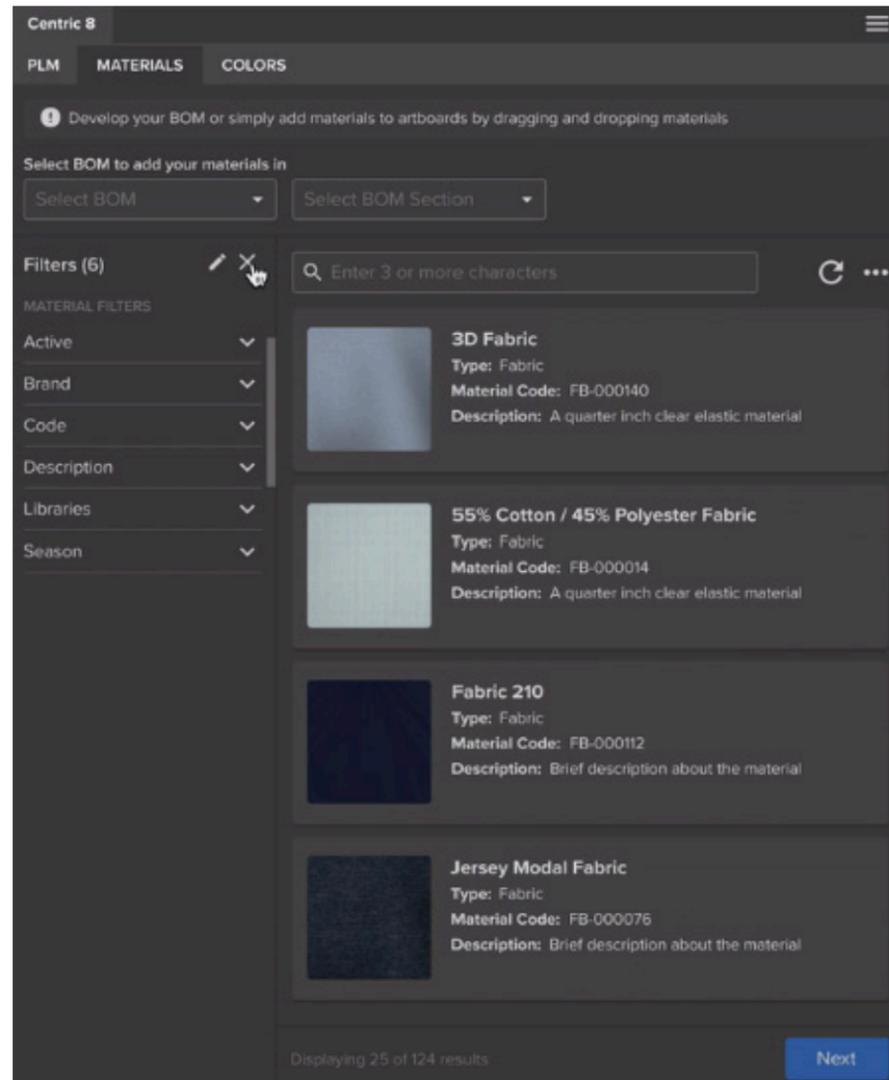
Open the filter panel

Select values

View results

04 LATINO VR MUSEUM

VR Cultural Experience
2022

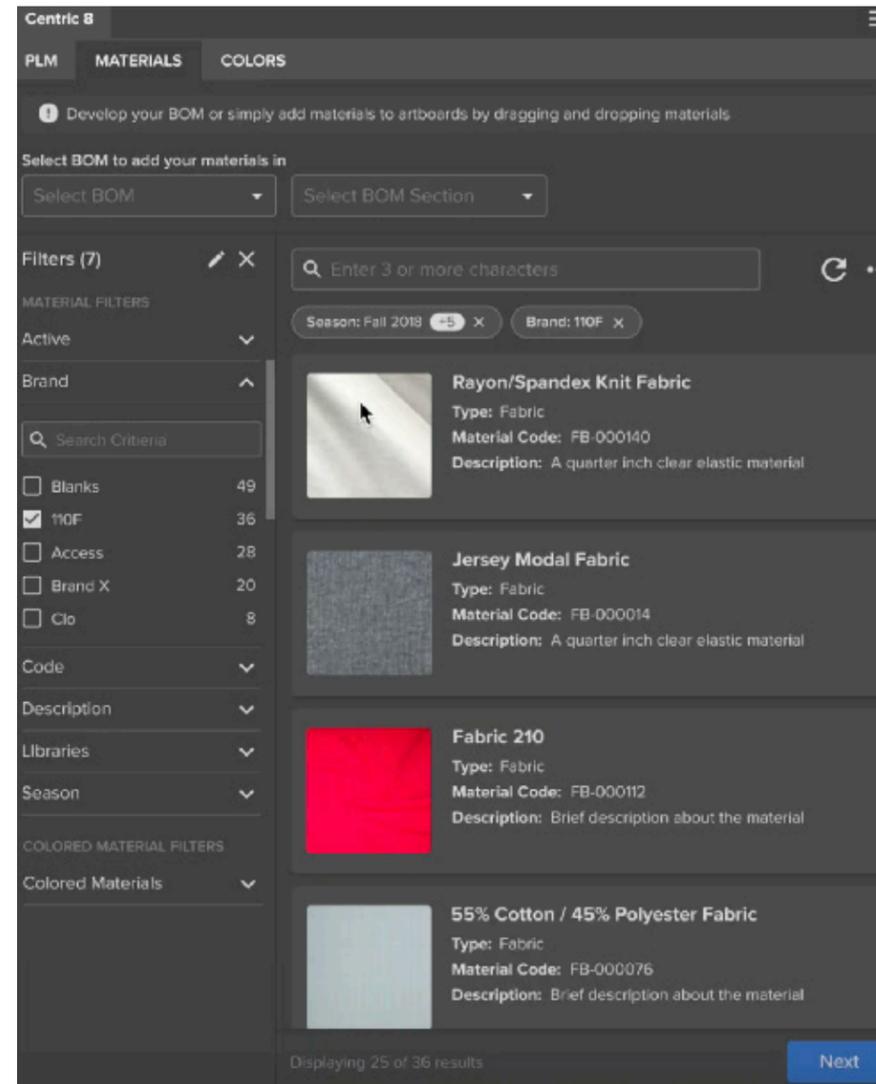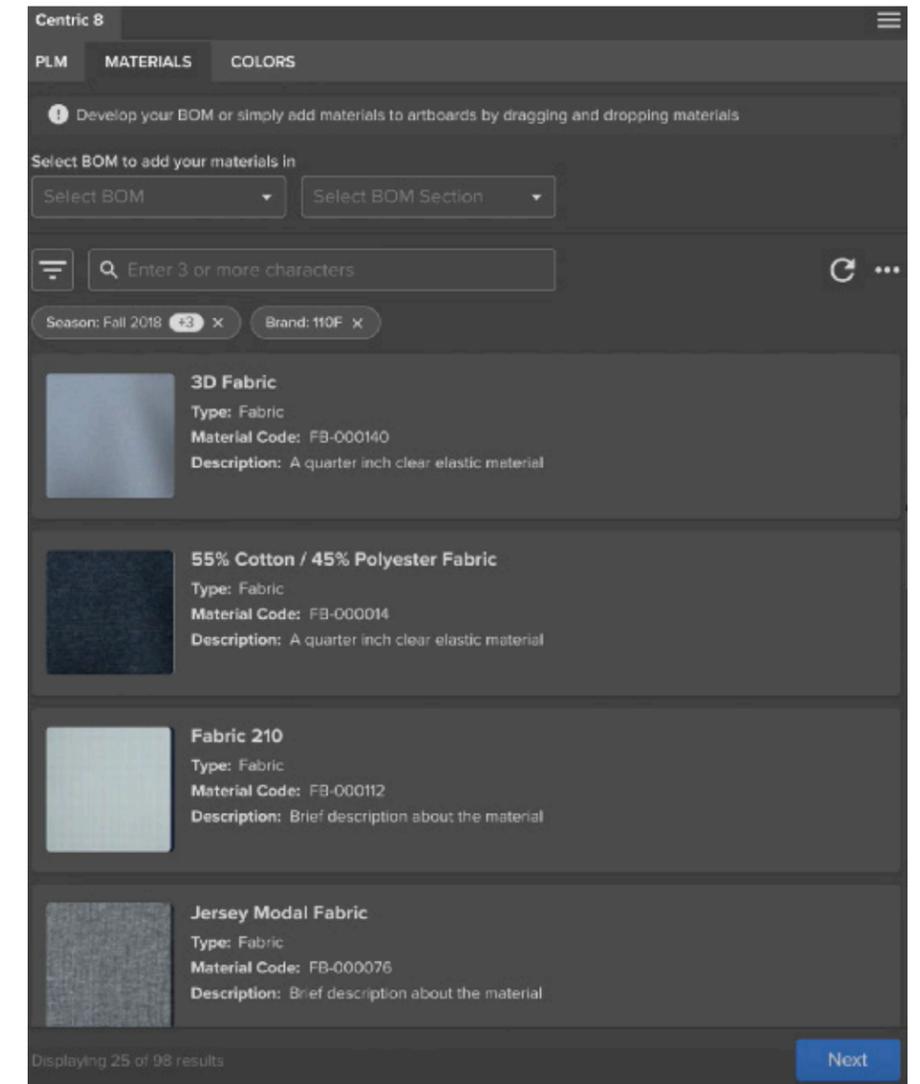**"Latino VR Museum Park" aims at communicating the historical and cultural aspects of Latino culture to people in San Francisco in an interactive way.**

The reason why I propose this project is that the border wall and immigration issue not only affects people's lives in the border city, but also throughout the United States. Specifically, people born in California, the state with the highest concentration of Latino communities in the US, are used to the Latino cultures around them. Instead of being forced to study the history and language without understanding why they are doing it, people are more willing to know about the context and history of the places they live in. The key idea of this project is to create a virtual experience that integrates critical Latino spots in San Francisco, where the settings in the immersive space serve as a medium for users to discover Latino culture from different perspectives.
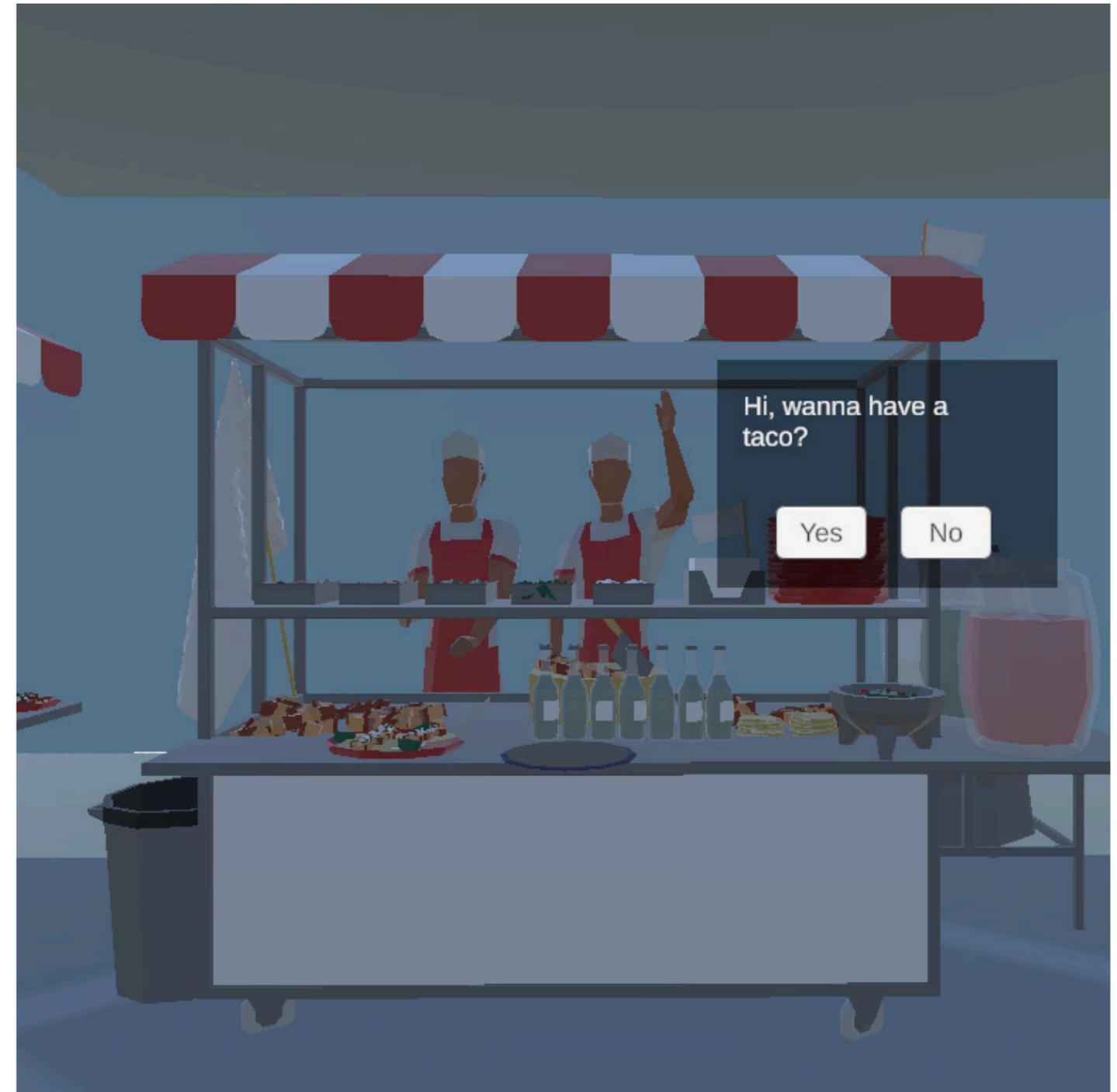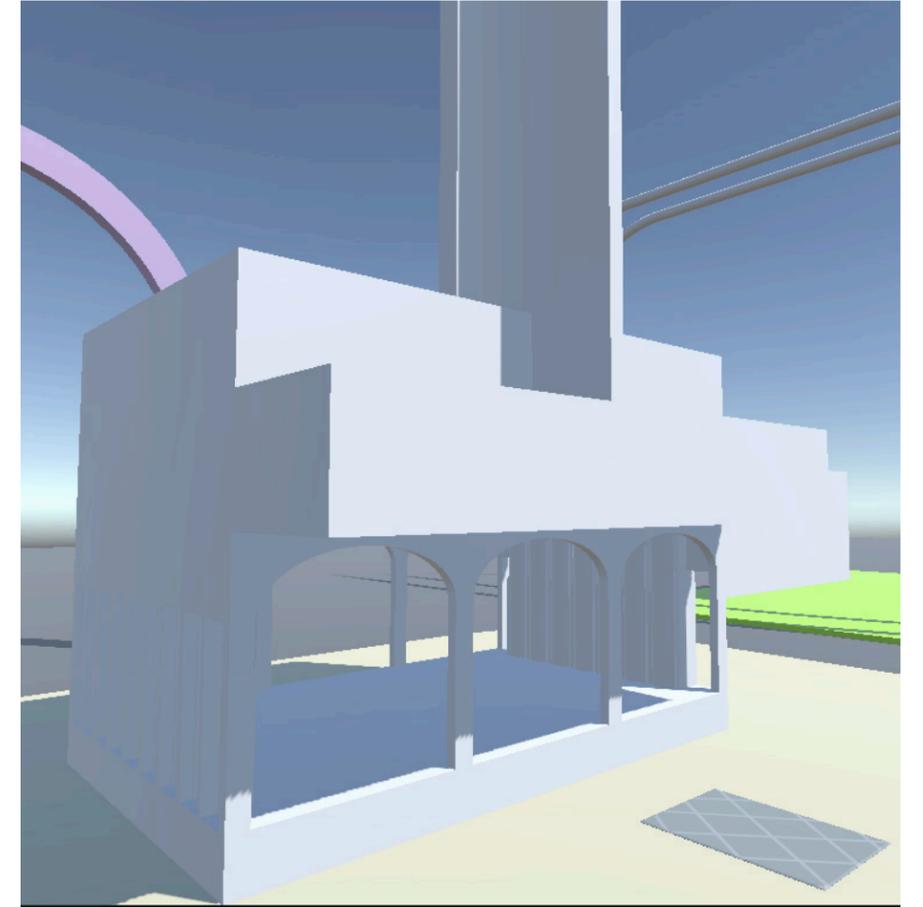
SPATIAL COMPONENTS

Commodity Stores

Mission Dolores

New Mission Theatre

FINAL SCENARIO

ABOUT ME

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phone (510)-5994751

linkedin

Education

University of California, Berkeley
Master of Design in Human Computer Interaction
Aug 2021 - Dec 2022

Hunan University
Bachelor of Architecture
Sep 2016 - Jun 2021

Skills

Design
Wireframing, Prototyping, Design Systems, Sketching, Story-
boarding, Information Architecture, Interaction Design, Visual
Design, Illustration, Animation

Tools
Figma, Sketch, Axure, Adobe XD, Photoshop, Illustrator, Pre-
meire, After Effects, Indesign, Unity, Unreal Engine, Maya, Cine-
ma 4D, Z-Brush, V-Ray, Rhino

Programming
Python, HTML, CSS, JavaScript, SQL, C#, Arduino, Processing

Professional Experience

Centric Software - UX Design Intern
May 2022 - Aug 2022, Campbell, CA

Wish - Communications Design Intern
Jan 2022 - May 2022, San Francisco, CA

Beaba - UX/UI Design Consultant
Oct 2021 - Dec 2021, Remote, Brazil

Beta Technologies - UX Design Intern
Aug 2021 - Dec 2021, Remote, United States

Project Experience

SportsBud - Lead UX Designer
Jan 2022 - May 2022, Berkeley, CA

HandRehab - Lead UX Designer
Sep 2021 - Dec 2021, Berkeley, CA