



Tiffany Tong

Industrial Designer + Illustrator

Tiffany Tong

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About

I am a versatile industrial designer who incorporates play into my works to create a more interactive experience for others through a variety of processes and materials.

Education

ArtCenter College of Art & Design

Anticipated Graduation 2025

Bachelor of Science in Product Design

Skills

Sketching & Prototyping

Painting, sketching, digital prototyping, and model making, machining, and fabricating.

Communication

Good interpersonal, written and oral communication skills. Great at working cross-functionally with other departments.

Organization

Very detail-oriented. quick learner and time management

Software

Proficient in Adobe Creative Suite, Illustrator, Photoshop, Solidworks, and Keyshot
Rendering

Woodworking

Workshop skills and experience in working with various materials

Metalworking

MIG welding and TIG Welding

Laser Machine

Universal Laser Systems (CO2 Lasers)

Languages

English and Chinese

Experience

Product Designer | Hasbro

Jun 2025- December 2025

- Provided design and development support for upcoming product releases including Kpop Demon Hunters, Baby Alive, and Peppa Pig, and more.
- Contributed research and trend insights using market research to pitch for potential licensed properties, helping to inform business strategy and decision making.
- Prepared design specs and art direction using Illustrator and PowerPoint for overseas partners and vendors, guiding manufacturing and upcoming mass production for 2027 and 2028.
- Pitched a co-op project concept and led a team of cross functional partners to further develop a white space opportunity around future IP potential.

Design Intern | Ravenhill Studio

August 2024- January 2025

- Assisted in all aspects of the design process, including prototyping innovative lighting designs and troubleshooting design challenges.
- Evaluated samples and models to ensure quality and details were consistent with the original vision and the brand standard.
- Constructed 3D models and construction drawings to send to vendors.

Freelance Creative Designer | SupplyFrame, Inc.

April 2024 - September 2024

- Partnered with leadership to support a start-up product launch with branding graphics, packaging design, prototyping, and illustration design.
- Demonstrated excellent communication, organization, and management skills through timely deliverables and strong outcomes.

Industrial Design Intern | Momentum

July 2024 - November 2024

- Developed exceptional design concepts and visualizations for children's products that focus on ergonomic designs to help children with disabilities enjoy play.
- Conducted comprehensive product research to ensure usability and safety.

Teaching Assistant | ArtCenter College of Design

Fall 2023- Fall 2024

Product Design 3 | Assisted the students in problem-solving, and helped the teacher in teaching the class. Also helped the students in concept development and research.

Recognition

Design Emphasis Finalist

TBA August 2024

Designed and fabricated a side chair that was one of the finalists at the Design Emphasis 2024.

ArtCenter Student Gallery

Honor of being showcase in the gallery

Spring 2024 | Side Chair

Spring 2023 | ADHD Board Game

Society of Illustrators

June 2022

"The Peacock" was one of the winners in the Society of Illustrators and earned the Carol Murray Scholarship