

Angeline Yu-Chi Chang

Product + Interaction Designer

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EXPERIENCE

ASUS Intelligent Cloud Services

Taipei, Taiwan

Product Designer, Design System

Jan 2022 - Present

Built and coordinated organization design system with Figma from 0 to 1, including design tokens, components, UX patterns, RWD and accessibility guidelines, documentation, ways of working, and training.

Oversaw, maintained, and evolved the system through research, office hours, and design reviews to ensure coherent product experiences for users.

Product Designer

Jul 2019 - Present

Projects: Hospital Information System, Mobile rounding service, AI PACS viewer, Facial recognition

Built the end-to-end experience from 0 to 1, from conducting research, insight-design translation, validation, and production design execution to usability testing and data analytics across web and tablet products.

Contributed to product requirements and road map through various research methods, rapid prototyping, client briefing, and workshops in collaboration with business strategy, product management, clients, and engineering.

Led and oversaw the experience of patient history, integrating needs and use cases to build reusable design and development modules.

Managed competing priorities with product management and engineering for experience goals or design initiatives driven by research insights.

Freelance

Taipei, Taiwan

Design Thinking Coach

Mar 2019 - Present

Clients: NTU D-School, Girls in Tech Taiwan x The Garden of Hope Foundation, Taiwan AI Academy, etc.

Facilitated and guided participants from defining problems to creating tangible prototype for testing through design thinking workshops in Mandarin/English.

RECOGNITIONS

User Experience Design Award of UXPA China

National Third Prize

Taipei, Taiwan | May - Jul 2019

EDUCATION

National Chengchi University

B.S. in Digital Contents and Technologies

B.A. in Economics

Honors English Program

Taipei, Taiwan | Class of 2019

Human-Computer Interaction Design Focus
Dean's list (Top 5 % of Class)

University of Connecticut

Exchange Student

Digital Media Design / Economics

Connecticut, USA | Fall 2017

Attended classes in Motion Graphics and Photography

SKILLS

Design

UX research / Wireframing / Information architecture / Interaction design / Interface design / Motion design / Rapid prototyping

Methods

Wizard of OZ / Contextual Inquiry / Interview and focus group / Survey / Participatory design / Task analysis / Card sorting and tree testing / Rapid prototyping / Usability testing (in-person and remote, moderated and unmoderated)

Tools

Figma (with component library management experience) / Sketch / Zeplin / Adobe Creative Suite

Programming

Web Programming (HTML/CSS/JavaScript)
Processing (Java-based)

Languages

Mandarin (Native)
English (Fluent/TOEFL iBT 97)