

Yongtian Chen

UI/UX designer

yong-tian.chen@connect.polyu.hk | (852) 67968044

As an advocate for Experience Design and a Product Designer, I prioritize human-centered approaches in business.

My skills span UX design, product strategy, and business model validation, with a strong foundation in user experience. I'm passionate about refining design skills, sharing knowledge, and boosting team capabilities. I aim to inspire and add value by showing the power of human-centered design in business innovation.

EDUCATION

Master Degree in Intelligent wearable technology The Hong Kong Polytechnic University Master of Intelligent wearable technology.Still at school	Oct 2024 - Oct 2024
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Bachelor Degree in Industrial Design Guangdong University of Technology Bachelor of Industrial Design with a GPA of 3.7984/5.0	Sep 2020 - Jun 2024
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WORK EXPERIENCE

Student Assistant Future Caring Mobility	Aug 2024 - Present
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- Contributed to a research team focusing on future mobility solutions, engaging in over 80 hours of collaborative work within an academic setting.
- Assisted in developing and maintaining a user-friendly website, coordinating content and design elements to enhance accessibility and engagement.
- Demonstrated and trained students on platform utilization, facilitating efficient and effective use of digital resources.
- Gained insights into teamwork and digital content management, understanding the importance of user-centric design in educational tools.

UI/UX Designer	Jun 2024 - Sep 2024
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Shenzhen Investoday Data Technology Co., Ltd

- Led the development of interaction specifications and visual styles for a suite of digital products in the tech industry.
- Designed and produced interactive elements, enhancing user engagement and ensuring ease of use across platforms.
- Collaborated with UX engineers to identify and resolve experience issues, improving user satisfaction and product reliability.
- Developed a deeper understanding of user experience principles and their application in technology-driven environments.

Game UI Designer	Jun 2023 - Sep 2023
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Mobvista

- Created engaging visual interaction designs for mobile gaming interfaces, contributing to the entertainment technology sector.
- Produced interactive effects and long graphics for marketing events, enhancing brand visibility and user interaction.
- Developed a creative material library, streamlining the design process and facilitating innovation within the team.

ACCOMPLISHMENT

Third Prize in the National Creative Digital Art Competition Awarded third prize in the National Creative Digital Art Competition.	Jun 2023
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Winner Award in Huawei Travel Innovation Competition Received Winner Award in Huawei Travel Innovation Competition.	Jun 2023
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Third Prize in Music Product Design Competition for Sensible Cup Awarded third prize in the Music Product Design Competition for Sensible Cup.	Dec 2021
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