Kai-Chieh (Kenneth) Huang

UX/UI Developer

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SKILLS

Languages and Tools

JavaScript	HTML5
CSS3	C++
Java	React Native
Google Apps Script	Perl
VBA	Unity
Arduino	FPGA

User Experience Design & Research

User Centered Design	Iterative Design
Prototyping	Storyboarding
Interviews	Affinity Mapping
Journey Maps	Usability Testing

EDUCATION

M.S., HCI (Interactive Computing Track)

4.00 GPA, Georgia Tech, May'21

B.S., Electrical Engineering

3.69 GPA, National Taiwan University, Jun'15

PUBLICATIONS

Glissade: Generating Balance Shifting Feedback to Facilitate Auxiliary Digital Pen Input

1st Author, Full Paper, CHI'20 Honolulu, HI, USA

User Experience Enhancing Filter for a Webcam Based Human Computer Interaction

1st Author, Short Paper, GCCE'17 Nagoya, Japan

ACHIEVEMENTS

1st Place, Convergence Innovation Contest (Handl Project)

1st in Georgia Tech, mobile app, Nov'19

Semi-finalist, Innovate Asia FPGA and SoC Design Contest

Top 30 in Taiwan, FPGA product, Jan'15

WORK EXPERIENCE

HCI Research Assistant

National Taiwan University & National Chiao Tung University, Oct'18 – Jul'19

Created a balance-shifting stylus with Arduino by integrating sensors and actuators, overcame Gimbal lock and motor control issues, and developed novel games with Unity.

Office Technology Assistant

The Church of Jesus Christ of Latter-day Saints, Nov'17 – Apr'18

Automated office work by scripting in Google Sheets and Excel, reducing completion time of tasks by 25% - 95%.

IDE Developer Intern

MediaTek Inc., Jul'14 – Aug'14

Enhanced IC design IDE display clarity and aesthetics and built upon company IDE to automate IC design flow by parsing files and commands, manipulating files, and bridging various IC design tools.

PROJECTS

Handl – Facilitating Contact Exchange

App Developer, UX Designer & Researcher, Project Leader, Aug'19 – Dec'19

Designed a cross-platform contact exchange streamlining mobile app, developed app UI and functions with React Native and RESTful API, and created a project website.

Micro-donation in Grocery Stores

Prototyper, UX Designer & Researcher, Aug'19 – Dec'19

Designed user experience for making donations in grocery stores using User Centered Design methods and prototyped an interactive web app.

Redesigning Carvel's Online Cake Ordering

UX Designer & Researcher, Aug'19 – Dec'19

Identified usability issues on Carvel's cake ordering website and designed iterations of prototypes to enhance the navigation, information architecture, and appearance of the website.

Webcam-based Head Gesture Input App

Researcher, Developer, Sep'14 – Jun'15

Created a desktop app enabling users to control the computer with the head by developing algorithms and using image processing techniques.