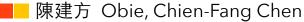
# **CURRICULUM VITAE**



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**OBJECTIVE:** UX / IX designer.



#### **EDUCATION**

MS	Digital Contents and Technologies	NCCU	2013 – 2016
BS	Dept. of Computer Science	NCTU	2003 - 2008

## **SUMMARY of QUALIFICATION**

- Majored in DCT, NCCU with a focus in Human-Computer Interaction(HCI), User Experience Research(UXR) and User Interface Design(UID).
- Experienced programming skill in iOS / MacOS / Unity / VR development.

## **AWARDS**

Skyfie – Exploring Interaction Modalities of a Selfie Drone	2015
POS Enterprise Award, MobileHeroes, MEA (Taiwan)	
<ul> <li>Tukar – A Passed-by Indie Music Exchange Service</li> </ul>	2014
Honorable Mention, GoodIdea Award, NCCU (Taiwan)	
• Lift Menu – Innovative Mid-Air UI for Small-Screen Mobile Devices	2013
POC Silver Award, Living Lab Service Test Awards, III (Taiwan)	

PROFESSIONAL EXPERIENCES	
INNOVATIVE USER INTERFACE LABORATORY, NCCU (TAIWAN) User Experience Researcher / Adjunct Assistant  Case study and user behavior analysis.  Oculus VR simulation platform implementation. (Unity / iOS)	2013 – 2016
ESTINET TECHNOLOGIES INC. (TAIWAN)	
UXUI Designer / Software Engineer	2012 – 2013
• UX research / UI flow / icon design / implementation (QT / C++).	
Field Application Engineer	2011 – 2011
<ul> <li>Product introduction and demonstration.</li> </ul>	
• Specification of unit/functional test plans/cases development.	

# **ACTIVITIES**

OPENHCI HUMAN-COMPUTER INTERACTION WORKSHOP	
Lecturer: Communication Skill in User Centered Design	2016
Lecturer: Communication Skill and Ice-breaking Toolkit	2015
Chief Teaching Assistant	2015
• Induced students' ideas to form executable prototypes.	

## Program General Coordinator 2013 - 2014• Organized an UCD-based workshop with 35-people team. • Negotiated different opinions between members. Trainee 2013 • Co-worked with other 5 members with different background. • Implemented an operative prototype in a 5-day period. TaiCHI, ACM SIGHCI Taipei Chapter Presenter / Student Volunteer 2016 **Student Volunteer** 2015 **Conferences / Exhibitions** TaiCHI 2016 Skyfie: Exploring Interaction Modalities For A Selfie Drone SigGraph Asia(JP) 2015 ENRICH - the 5th Graduation Exhibition of DCT, NCCU 2015 **HCI-based Skills Programming Skills** • Familiar with UCD-based design Mobile thinking process and tools such as: • Swift / Obj-C / Unity (iOS/Android) mind-map / persona / journey map, **Prototyping Tool** • Xcode, Sketch, Keynote, Pixate, etc.

Interaction

• RaspberryPi / Arduino / Basic

• Unity(C#) / Oculus VR SDK

3D / VR / AR Creation

• OpenGL/QT

mechanism and electric knowledge

etc.

• Experienced in mobile pattern design

capability to work with members from

and capability to conceptualize

operable Lo-fi / Hi-fi prototype.

• Familiar with interaction design.

• Strong communication skill and

different backgrounds.

# 簡歷

# ■ 陳建方 Obie, Chien-Fang Chen

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求職目標: UX / IX 設計師



2011 - 2011

## 教育背景

 MS
 國立政治大學 數位內容與科技碩士學位學程
 2013 – 2016

 BS
 國立交通大學 資訊工程學系
 2003 – 2008

# 摘要

- 主修數位內容與科技碩士學位,研究領域為人機互動、使用者經驗、使用者介面設計
- 具備iOS/MacOS/Unity/VR程式實作經驗

## 獎項

•	Skyfie – 多軸飛行器於自拍情境之互動模式設計	2015
	實務驗證組 企業獎 經濟部通訊大賽	
•	Tukar – 隨行音樂交換服務設計	2014
	佳作 國立政治大學金點獎	
•	Lift Menu – 創新3D智慧型手機介面設計	2013
	概念組 第二名 資策會金驗獎	

## 專業經驗

# <u>國立政治大學 創新使用者介面研究室</u> 2013 – 2016 使用者經驗研究員 / 兼任助理 ■ 案例研究與使用者經驗分析 ■ Oculus VR虛擬系統實作與測試 (Unity/C#) <u>思鋭科技股份有限公司</u> (台灣) 軟體工程師 / UXUI設計師 2012 – 2013 ■ 使用流程研究與優化、使用者介面設計與實作 (C++)

- 產品介紹與展示、釐清客戶問題至研發部門
- 單元/功能測試計畫撰寫與實作

## 活動

應用工程師

OPENHCI 人機互動工作坊	
講師:基於使用者中心設計的溝通技巧	2016
講師:與陌生團隊的溝通技巧與破冰工具	2015
大助教	2015
● 協助學生歸納團隊意見並分析產品適合情境	

總召集人 2013 - 2014• 帶領35人學生志工團隊組織一互動工作坊 • 管理、協調各校與不同背景之團隊意見 2013 學員 • 與五位不同背景之設計師與工程師合作 • 五天活動期間內完成一可運作之設計原型 TAICHI台灣人機互動學會 2016 發表講者/學生志工 2015 學生志工 研討會/展覽 Skyfie: Exploring Interaction Modalities For A Selfie Drone TaiCHI 2016 SigGRAPH Asia (JP)2015 ENRICH - 第五屆數位內容與科技碩士班畢業聯展 2015 程式技能 HCI領域技能 • 熟悉UCD設計流程與工具,如:mind-行動端 map / persona / journey map等 • Swift, Obj-C, Unity (iOS/Android) • 具mobile pattern design相關經驗並依 原型工具 據概念製作可操作Lo-fi / Hi-fi prototype. • Xcode, Sketch, Pixate, Keynote, etc • 熟悉interaction design 互動設計 • 具大量跨領域溝通經驗,與工程/設計/商 • RaspberryPi / Arduino / 電學與機構設計

3D/VR/AR相關設計

• OpenGL/QT

• Unity(C#) / Oculus VR SDK

業背景人員合作無礙