

## CURRICULUM VITAE



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**OBJECTIVE:** UX / IX designer.

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### EDUCATION

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

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### 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.

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### AWARDS

• Skyfie – Exploring Interaction Modalities of a Selfie Drone	2015
POS Enterprise Award, MobileHeroes, MEA (Taiwan)	
• Tukar – A Passed-by Indie Music Exchange Service	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)	

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### PROFESSIONAL EXPERIENCES

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

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### 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**

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Skyfie: Exploring Interaction Modalities For A Selfie Drone TaiCHI 2016

SigGraph Asia(JP) 2015

ENRICH – the 5th Graduation Exhibition of DCT, NCCU 2015

## **HCI-based Skills**

- Familiar with UCD-based design thinking process and tools such as: mind-map / persona / journey map, etc.
- Experienced in mobile pattern design and capability to conceptualize operable Lo-fi / Hi-fi prototype.
- Familiar with interaction design.
- Strong communication skill and capability to work with members from different backgrounds.

## **Programming Skills**

### **Mobile**

- Swift / Obj-C / Unity (iOS/Android)

### **Prototyping Tool**

- Xcode, Sketch, Keynote, Pixate, etc.

### **Interaction**

- RaspberryPi / Arduino / Basic mechanism and electric knowledge

### **3D / VR / AR Creation**

- Unity(C#) / Oculus VR SDK
- OpenGL / QT

簡歷  
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求職目標: UX / IX 設計師

## 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

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

## 專業經驗

國立政治大學 創新使用者介面研究室 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#)

思銳科技股份有限公司 (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++)

應用工程師 2011 – 2011

- 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

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

學員 2013

- 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

發表講者 / 學生志工 2016

學生志工 2015

#### 研討會 / 展覽

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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

#### HCI領域技能

#### 程式技能

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- 熟悉UCD設計流程與工具，如：mind-map / persona / journey map等
  - 具mobile pattern design相關經驗並依據概念製作可操作Lo-fi / Hi-fi prototype.
  - 熟悉interaction design
  - 具大量跨領域溝通經驗，與工程/設計/商業背景人員合作無礙

##### 行動端

- Swift, Obj-C, Unity (iOS/Android)

##### 原型工具

- Xcode, Sketch, Pixate, Keynote, etc

##### 互動設計

- RaspberryPi / Arduino / 電學與機構設計
- 3D / VR / AR相關設計
- Unity(C#) / Oculus VR SDK
- OpenGL / QT