



Yu-Lien 沈佑璉 (UX Reaserch, UI Design, VR Design)

Hi, I'm Vicky. A passionate designer with experience in UIUX and VR design, I thrive in collaborating with interdisciplinary teams and using design thinking to enhance user experiences.

Email : yulien860108@gmail.com

Phone : +886 937 241 621

Education

2021/08-2024/01

National Cheng Kung University

Industrial Design - Master
GPA: 3.94

2015/08-2019/09

Asia University

Creative Product Design -
Bachelor

Skills

Design

VR Design, User Research,
Interface Design, APP
Design, Visual Design,
Product Design

Tools

Unity 3D, Figma, Adobe
XD, Photoshop, Illustrator,
Premiere, In Design,
iClone, Blender, Alias

Thesis

Title:

Virtual Reality Based with
Hand Tracking Technology
for Neurological
Examination Training
System Design

語言

English (Advanced)
TOEFL iBT 96

Experience

2023/07-2024/01

VR Project - Neurological Examination Training System

Identify needs and pain points from the stakeholders, and carry out overall planning for the VR system, including interface design, and interaction design. Using User Journey Map, Storyboard and Flow Chart to communicate and collaborate with physicians and engineers. Finally, produce a prototype and gather user feedback of using the system.

2022/07-2023/08

VR Project - Project Assistant - NIHSS Training System

Primarily responsible for design of the tutorial segment of the system. Ultimately, produce the VR system and conduct usability testing and validation.

Awarded Silver Prize in the Ministry of Education's 2022 Forward-looking Special Topic Implementation Competition for the Innovation in Application of Technology (AR/VR/MR/XR).

2022/03-2022/06

App Design - Financial Management App

Identify the target user and their needs and pain points, plan the usage flow, create a Function Map, and communicate with engineers. Proceed with interface design and prototype development.

2022/02-2022/06

UI/UX Design - Industry-Academia Collaboration for Uniring Cleaning Robot

Competitive analysis and product positioning for new models, and plan human-machine interaction scenarios. Develop operation flow and wireframes.

2021/07-2022/05

VR Project - Virtual Curation Exhibition System

CIS design, system planning, product positioning, and business model development. Second place in the Ministry of Economic Affairs' 2021 Communication Contest 5G Leading Innovation Application Competition in the Digital Entertainment category.