HENRY CHEN

PRODUCT DESIGNER

Over last 8 years of my career I've been working for designing and improving UI/UX from generic web to portable devices. I like to work with diverse people and utilize my expertise to communicate with cross functions, and lead my team to satisfy various of customer requirements. Also obsessing research and innovation humanity driven user experiences.

AsiaYo.com／Sr.Product Designer／2017.05 - Now

★ Develops, implements, and leading the company's design strategy.

★ Ensures drawings and designs are completed on time and adhere to the established specifications and principles of design.

★ Monitors the design and product feature to ensure organizational goals are met.

★ Collaborating and communicating closely with teams and other stakeholders via a hybrid model to deliver design solutions for meeting business goal.

★ Make strategic design and user-experience decisions related to core, and new, functions and features.

HongKu info Co.,Ltd／Sr.UI/UX Designer／2016.05 - 2017.04

★ Developing leadership and direction to the UI/UX designers, prioritizing project deliverables and assigning, monitoring, reviewing, and approving work.

★ Participating in key internal meetings including weekly status updates and planning sessions.

★ Creating low/high fidelity prototypes and conducting user testing.

★ Participating in discussions on process and way of working improvement.

★ Effectively develop UI in a clean, well structured, easily maintainable format.

SAP／User Experience Design Specialist／2014.10 - 2016.04

★ Responsible for UX, visual, interaction design and collaborating with different functions members from multiple countries to achieve the global products.

★ Served as UX consultant and created high level wireframe, mockup and prototyping to communicate with related stakeholders.

★ Work with various background of project members to discuss structure and development issues of products.

★ Guide and influence User-Centered Design Thinking methods and UI working process into diversity departments.

★ Experienced in diverse projects and overcome technical issues.

PChome Online / UI/UX designer / 2014.01 - 2014.10

★ Designing, developing and implementing new websites and landing pages.

★ Primarily responsible for high-quality designs, graphics, mock-ups and layouts for new Web & Mobile applications.

★ Collaborate with product management and engineering to define and implement innovative solutions for the product direction, visuals and experience.

★ Execute all visual design stages from concept to final hand-off to engineering.

★ Conduct user research and evaluate user feedback.

★ Establish and promote design guidelines, best practices and standards.

★ Being a mentor to help with other Web/UI designer in a team.

GamerFlier / Sr. Web Designer / 2011.03 - 2013.12

★ Drawing up detailed website specifications.

★ Designing sample page layouts including text size and colors.

★ Designing graphics, animations and manipulating digital photographs.

★ Designing the website's visual imagery and ensuring it is in line with company branding policy of the client.

★ Proofreading content and grammar and making changes where necessary.

★ Editing content, debugging code and re-designing web pages.

★ Motion graphics design and production, After Effects, rendering and animation.

NTOU-National Taiwan Ocean University

Department of Merchant Marine / 2003.09 - 2008.07

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