



徐唯翊 (William)

UX Product Manager

0937-009-360

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<https://hsuweihung.github.io/portfolio/>

<https://github.com/hsuweihung>

經歷

UX 產品經理 - 訊連科技股份有限公司

2024.05 - 現在

- 設計 PowerDirector 和 AudioDirector 的產品功能規格，確保符合用戶需求及良好的使用者體驗
- 主導 Design QA 流程，與設計師和 QA 工程師協作，提升設計與開發一致性
- 推動 AudioDirector 新功能開發，並與 PowerDirector 開發、設計團隊協作，確保產品持續迭代
- 與產品經理共同定義功能成功指標，分析用戶行為與回饋，制定數據驅動的 UX 路線圖以推動產品優化

UX 策略師 - 國立陽明交通大學大數據研究中心

2023.09 - 2023.12

- 擔任 UX 策略師，領導 6 人團隊執行虛擬校園導覽計畫
- UX 策略制定與指導，並提供產品策略建議，以確保開發方向的一致性及成功進行產品迭代

產品經理 - 國立陽明交通大學狐狸尾巴工作室

2022.07 - 2023.03

- 領導 4 人團隊，完成數位校園導覽平臺的設計與開發
- 撰寫產品路線圖、產品需求規格書及制定設計準則
- 透過用戶訪談及參與式共創工作坊，以定義並排序產品需求功能，使產品符合最小可行性

UX 設計師 - 國立陽明交通大學傳播與外展組

2022.03 - 2022.07

- 擔任設計組組長，與 UI 設計師、前端工程師合作，共同進行校務網站開發。
- 透過資訊架構的重新設計、啟發式評估和易用性測試，使得網站在上線後 3 個月內達到 3000 次以上瀏覽量，且跳出率低於平均 15%

UX 研究員 - Yahoo App 產學合作案

2022.02 - 2022.07

- 與 Yahoo App 產品經理、UX Researcher Lead 協作，以用戶增長為目標執行 UX 研究專案，最後向臺灣區 Yahoo 團隊進行成果報告

學歷

國立陽明交通大學 - 傳播研究所 (MA)

新媒體與使用者經驗組 (GPA: 4.16/ 4.3)

2021.09 - 2023.11

東吳大學 - 心理學系 (BS)

主攻工商心理學 (GPA: 3.6/4.0)

20216.09 - 2020.06

專案經歷

台北秋季程式設計節：微服務黑客松

2024.09

- 擔任團隊產品經理及 UX 設計師，開發針對孕婦的數位化服務，最終進入 15 強決賽 (總隊伍數：110 組)

新竹 X 梅竹黑客松

2023.10

- 與 4 位具軟體背景的組員協作，開發出生成式 AI 聊天機器人，並獲得黑客組 Line 企業冠軍及大會總冠軍
- 負責產品功能定義、LOGO 及 UI 設計、flowchart 製作、回覆功能開發，並與組員一同開發文件審核頁面 (Flask、MySQL)

OpenHCI 人機互動工作坊

2022.08

- 帶領跨領域團隊執行用戶研究，並製作出軟硬體原型

林口新創園跨界超越競賽

2021.10 - 2022.04

- 帶領 5 人跨領域團隊執行專案，並執行用戶訪談以制定產品策略
- 針對產品功能進行 Wireframe 及原型製作

學術成就

CSCW 2022 Demo Showcase: Emotional

Ocean: an Interactive Device to Raise

Awareness of Emotional Issues

CSCW 2022: ACM Conference On Computer-Supported Cooperative Work And Social Computing

TAICHI 2022 Demo Paper: 應用於情緒議題之

互動裝置設計：情緒波紋

2022 TAICHI 臺灣人機互動研討會

得獎紀錄

2023 新竹 X 梅竹黑客松 - 黑客組 (Line) 冠軍、大會總冠軍

2022 OpenHCI 人機互動工作坊 - 最佳造型獎

2022 林口新創園跨界超越競賽 - 研華超越獎 (優勝)

2019 東吳大學理學院創意競賽 - 冠軍

2019 國立臺灣圖書館 - 合作感謝狀

專業技能

研究：訪談、參與式設計工作坊、競品分析、問卷設計、實驗設計、啟發式評估、易用性測試

設計：線框稿製作、雛型製作 (Figma、Adobe XD、Unity、3DVista, Spark AR)

前端：HTML、CSS、JavaScript、Github

資料分析：SPSS、SQL、Python、Excel

William Hsu

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Experience

UX Product Manager - CyberLink Corp.

May. 2024 - Current

- Designed feature specs for PowerDirector and AudioDirector, ensuring alignment with user needs and optimal UX.
- Led the Design QA process, collaborating with designers and QA engineers to improve design-development consistency.
- Spearheaded new feature development for AudioDirector and collaborated with PowerDirector teams to drive product iteration.
- Defined feature success metrics with product managers, analyzed user behavior, and created a data-driven UX roadmap for optimization.

UX Strategist - CIRDA Unit of NYCU

Sep. 2023 - Dec. 2023

- Developed product strategy recommendations aimed to alignment in product development direction and enabling iterative success.
- Directed the implementation of UX strategy, ensuring execution capability and maintaining high-quality standards.

Product Manager - Fox Tail Studio of NYCU

Jul. 2022 - Mar. 2023

- Led a 4-person team in designing and developing a digital campus tour platform.
- Crafted product roadmaps, requirements documents, and design guidelines to streamline the development process and ensure alignment with project goals.
- Utilized user interviews and co-creation workshop to define and prioritize product features for the MVP.

UX Designer - Communication and Outreach of NYCU

Mar. 2022 - Jul. 2022

- Worked with UI designers and front-end engineers on school website development.
- Utilized information architecture design, heuristic evaluation, and usability testing to optimize user experience, resulting in a 15% decrease in bounce rate and achieving over 3.0K views within the first 3 months of launch.

UX Researcher - Yahoo (Industrial Academic Cooperation)

Feb. 2022 - Jul. 2022

- Collaborated with Yahoo App PM and UX Researcher Leads to conduct UX research projects with a focus on user growth.

Education

National Yang Ming Chiao Tung University (NYCU)

MA, Communication Studies - Specialized in HCI and UX

Sep. 2021 - Nov. 2023

Soochow University

BS, Psychology - Specialized in Industrial Psychology

Sep. 2016 - Jun. 2020

Activities

2024 Taipei Codefest : Microservice Hackathon

Sep. 2024

- As the Product Manager and UX Designer of the team, develop a digital service for pregnant women, with the final result reaching the top 15 finalists out of 110 teams.

2023 Hsinchu X MeiChu Hackathon

Oct. 2023

- Collaborated with a team of 4 software background to develop a generative AI chatbot.
- Co-developed a document review page using Flask and MySQL with team members.

2022 OpenHCI Workshop

Aug. 2022

- Organized a cross-functional team to conduct user research and develop both software and hardware prototypes.

ST- TRANS ACTION AWARD

Oct. 2021 - Apr. 2022

- Led a cross-functional team in project execution and conducted user interviews to develop product strategy.
- Developed wireframes and low-fidelity prototypes based on product features.

Academic Achievement

CSCW 2022 Demo Showcase: Emotional Ocean: an Interactive Device to Raise Awareness of Emotional Issues

CSCW 2022: ACM Conference On Computer-Supported Cooperative Work And Social Computing

TAICHI 2022 Demo Paper: Emotional Ocean: an Interactive Device to Raise Awareness of Emotional Issues

2022 Taiwan Association of Computer-Human Interaction

Awards

2023 Hsinchu X MeiChu Hackathon - First Place Award

2022 OpenHCI Workshop - Best Design Award

2022 ST- TRANS ACTION AWARD - Advantech Award (Merit Award)

2019 Soochow University Innovation Competition - First Place Award

2019 Nation Taiwan Library - Certificate of Appreciation

Skills

Research: Interview, Design Workshop, Competitive analysis, Survey, Experiment Design, Heuristic Evaluation, Usability testing

Design: Wireframing (Figma), Prototyping (Unity, 3DVista, Spark AR)

Front-End: HTML, CSS, JavaScript, Github

Data Analysis: Excel, SPSS, SQL, Python