

# ChiaYu Chen

HCI Researcher & Interaction Designer

chiayuchentw@gmail.com

+886 922262237

Portfolio: <https://icily.github.io>

## Experience

**Research Assistant**, with *Ying-Yu Chen & Prof. Alexis Hiniker*  
University of Washington, Human Centered Design & Engineering  
May '18 - Jun '19, Seattle, Washington, United States

Designed & Implemented a tech probe iteratively using Arduino, Processing, tablet, and sensing electronics with remote team. Transcribed the field studies and conducted the qualitative data analysis to investigate how interactive technology & data play helps family mealtime for preschoolers and parents. Research led to a TAICHI 2018 paper.

**Research Assistant**, with *Prof. Stanley Yung-Ju Chang*  
National Chiao Tung University, Dept. of Computer Science  
May '18 - Feb '19 & Jul '19 - Aug '19, Hsinchu, Taiwan

Deployed a 4-week study applying the experience sampling method (ESM) with surveys on the mobile app. Recruited 50+ participants, conducted post-study interviews and qualitative data analysis to study the impact of relationship characteristics on receptivity to mobile IM messages. Research led to a CHI 2019 Paper.

**User Experience Research Intern**  
PEBBO eXperience Design Consultancy

Jun '17 - Dec '17, Taipei, Taiwan

- \* Worked closely with clients in music streaming and manufacturing industries (e.g., Taiwan Mobile, MOXA Inc.) on projects of exploratory user/market research, UX/UI redesign, and usability testing.
- \* Assisted the UX Research Lead in the planning of user research, executing research, and preparing the report, on three client projects:
  - Conducted guerrilla interviews, user interviews and usability testing.
  - Created lo-fi prototypes with sketched wireframes and paperboards to ideate the design concepts.
  - Planned and facilitated co-creation workshops with clients to define the product feature and build action plans by leading discussion integrating user needs, business resources and market trend with client's engineering, marketing, and design teams.
  - Analyzed the research data, compiled the results into actionable insights and presented the research report and provided recommendations to the clients to support evidence-based decisions.
  - Conducted market research and competitor product feature analysis to identify the strength and weakness of products.

**Research Assistant**, with *Prof. Jones Neng-Hao Yu*  
National Chengchi University, Innovative User Interface Lab  
Jul '15 - Aug '18, Taipei, Taiwan

Created hi-fidelity interactive hardware & software prototypes to ideate the design. Designed experiments, conduct user research and usability evaluation, and analyzed the quantitative and qualitative results. Project led to a CHI 2016 paper and won the of Student Game Competiton.

**R&D Intern, Web Development**  
Microsoft Taiwan

Jul '14 - Dec '14, Taipei, Taiwan

Developed a back-end website for IT, using C# ASP.NET MVC. Wrote automated testing scripts for pressure testing.

## Education

**M.S. in Digital Contents (HCI)**  
National Chengchi University

Sep '15 - Aug '18

Thesis: Designing a Cooperative Fine Motor Skills Training Game for and with Preschoolers

**B.B.A. in Business Administration**  
**B.S. in Digital Contents** (Double Major)

National Chengchi University

Sep '11 - Jun '15

## Volunteering & Service

**Workshop Co-Organizer**

MobileHCI'19

Oct'19

Co-organize a workshop on designing technology for children and family.

**Committee Member**

Open HCI Workshop Feb'15 - Aug'17

Design the lecture to facilitate the workshop. Taught prototyping course and led the field observation. Redefine the digital marketing strategy.

**Student Volunteer**

ACM CHI'18

Apr'18

TaiCHI'18 (Taiwan CHI)

Aug'18

TaiCHI'16 (Taiwan CHI)

Aug'16

**Exhibition Docent Volunteer**

IxDA Taiwan x Continuum

Oct'16

## Skills

UI Design & Prototyping

Front-End Development

Hardware Prototyping

Software Development (C&Cpp)

Qualitative Research

- (Semi-) Structured interview
- Contextual inquiry
- Co-design
- Cultural probing
- Field observation
- Qualitative data analysis

Quantitative Research

- R
- Google Analytics

## Interests

Running · Film photography · Poem ·  
Make things (food, music, daily stuff)