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I Ting Tseng

UX / Product Designer

Designing & Prototyping Tools

- Adobe Creative Cloud
- Sketch
- Axure
- Figma
- InVision

Programming Languages / Skills

- D3
- Tableau
- Javascript
- HTML / CSS

Publication / Presentation

- Co-Author: **From Crowdsourcing to Crowdfunding: The Smart Environmental Sensing Web of EPA**. 2017.
- Presentation: **Zenext - A Voice Command Virtual Assistant for Law Enforcement and Emergency Responders**. IEEE CCWC. 2020.
- Presentation: **Alike Cloud Services-Fire Safety in 3D**. IEEE CCWC. 2020.

Achievement

- **Winner** - Tech to Protect Challenge National Competition, 2020
- **Winner** - Tech to Protect Challenge Pittsburgh, 2019
- **Winner** - Tech to Protect Challenge Chicago, 2019
- **Winner** - AT&T Firstnet Hackathon, 2019
- **MLEP** - IUPUI Multicultural Leadership Empowerment Program
- **Vice President** - Taiwanese Student Association 2019-2020 - Indiana University
- **Merit Scholarship** - Indiana University

EXPERIENCE

[Shotzoom, LLC](#)

Jun 2019 – August 2019

UX Design Intern

- Designed the new Android version for the world's largest golf community, with over 3 million users in our golf GPS app.
- Responsible for the brand-new booking function in both Android and iOS versions of the Shotzoom app and redesigned the wearable device interface that integrates headphones.

[EMCT Inc.](#)

May 2013 – July 2018

UI / UX Designer

- Contributed to the improvement of the Environmental Info Push App, which boosted ratings from 3.0 to 4.3 out of 5 and the number of users from 10,000 to 300,000.
- Increased company's ability to bid on government projects by doubling the previous budget. This increased revenue by 200% and doubled the number of employees.
- Accomplish the design process for 17 websites and 11 apps with 13 of the websites, and 8 of the apps are still available on the market.

[InFane Design Group, co., Ltd.](#)

August 2009 – April 2013

Graphic Designer

- Organized a new planning team for a branding company and started managing it.
- Integrated a multidisciplinary field of design in areas ranging from graphic design, architecture, interior design, landscape design, and industrial design to provide service including wayfinding design, placemaking, and brand identity.

EDUCATION

[Indiana University – Indianapolis, IN](#)

May 2020

Master of Science – Human Computer Interaction

[National Taiwan University – Taipei, Taiwan](#)

June 2009

Bachelor of Science – Geography

PROJECTS

[Starbucks Project](#)

September 2019 - April 2020

UX / Product Designer

Designed a location-based recycling app that engages, educates, and guides partners to become a recycling expert specific for their store.

[AT&T Firstnet Hackathon](#)

September 2019 - September 2019

UX / Product Designer

Iterated design interactive prototype and won "Best App for Community Engagement" and "Best App from a Student team."

[Rolls-Royce – Volunteer Project](#)

December 2015 – July 2018

UX / Product Designer

Presented "Book AI" knowledge management and collaborative community with a solid revenue stream for the current training system.