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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 Crowdsharing: 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.

InFane Design Group Co., Ltd.   August 2009 – April 2013
Project Manager

- Organized a new planning team for a branding company and started managing it.
- Integrated service and business models in areas ranging from branding, graphic design, marketing, public relations, and advertising for tier 1 company.

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.