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# I Ting Tseng

## UI / UX Designer

### PROFILE

Collaborative UI/UX designer with six years working experience in the information technology industry

#### Programming Languages / Tools

- D3
- Tableau
- Javascript
- HTML / CSS
- Sublime Text

#### Designing & Prototyping Tools

- Adobe Creative Cloud
- Sketch
- Axure
- InVision
- Marvelapp
- Balsamiq

#### Achievement

- [Winner](#) - Tech to Protect Challenge Pittsburgh, 2019
- [Winner](#) - Tech to Protect Challenge Chicago, 2019
- [Winner](#) - AT&T Firstnet Hackathon, 2019
- [Winner](#) - Design Sprint 2019 - Indiana University
- [Vice President](#) - Taiwanese Student Association 2019-2020 - Indiana University
- [Merit Scholarship](#) - Indiana University

#### Publication

- "From Crowdsourcing to Crowd-sharing: The Smart Environmental Sensing Web of EPA," 2017, 4.

#### Skills

- Formative Research
- Generative Research
- Summative Research

### EDUCATION

[Indiana University – Indianapolis, IN](#) **May 2020**  
**Master of Science – Human Computer Interaction**

[National Taiwan University – Taipei, Taiwan](#) **June 2009**  
**Bachelor of Science – Geography**

### EXPERIENCE

[Shotzoom LLC](#) **Jun 2019 – August 2019**  
**UX Designer 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.
- Key contributor to inspiration, design and development of the company's first product.

[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.

### PROJECTS

[Starbucks Project](#) **September 2019 - April 2020**  
**Product/UX Designer**

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

[AT&T Firstnet Hackathon](#) **September 2019 - September 2019**  
**Product/UX Designer**

'HandyHelp' connects with wearable IoT devices and Smart Home devices to send emergency notifications using Geofencing to nearby community first respondents to provide immediate aid before law enforcement officers arrive.

[Rolls-Royce – Volunteer Project](#) **December 2015 – July 2018**  
**Product/UX Designer**

Me as the project manager and UX designer in our team, we present "Book AI" knowledge management and collaborative community with a solid revenue stream for the current training system.