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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

- Design 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 for both android and ios app, and redesign the wearable device interface integrated with headphones.

[EMCT Inc.](#) **May 2013 – July 2018**
UI/UX Designer

- Contributed to the improvement for Envi 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 inspire, design and develop 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 advertisement.

PROJECTS

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

We work as a team and communicate with Starbucks project manager to build 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**
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.