Janet Yu
UIUX Designer

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EDUCATION

2012 | **Fu Jen University**
2016 | **Information Management**

2009 | **Tsai Hsing**
2012 | **High School**

ENGLISH

TOEIC 840 points

GEPT High-intermediate

SKILLS

Figma
Sketch
Photoshop
Illustrator
After Effect
CSS/HTML

ABOUT

Graduated from the Department of Information Management of Fu Jen Catholic University in 2016, currently has about 6 years of working experience in the field of UIUX design. I worked as a visual interface designer at Gogoro Co., Ltd., mainly responsible for App design and product website visual design. The project types include Web, iOS, and Android. Familiar with Figma, Sketch, Ps, Ai and HTML/CSS programming languages, have experience in EDM production, graphic CIS corporate identity, and Icon design.

EXPERIENCES

2022.07 | **Gogoro Incorporation**
2022.11 | **Visual Interface Designer**

- One week after the launch of the campaign, more than 10,000 cards have been successfully added.
- Redefine and design App style, including App Icon, App introduction screenshot and App homepage.

2019.07 | **ASUS Cloud Incorporation**
2022.07 | **UI Designer**

- Landing page successfully reached 1 million revenue within one month of launch.
- Reduced customer complaints rate by 80% after product function optimization.

2018.03 | **Lion Information Technology Incorporation**
2019.07 | **UX Designer**

- Homepage successfully added 500,000 new users within three months after redesign.

2016.06 | **Egroup Incorporation**
2017.10 | **UIUX Designer**

AUTOBIOGRAPHY

Hi, I am Janet. I graduated from the Department of Information Management of Fu Jen University in 2016. During my study in the Department of Information Management, I became very interested in digital interface design, in addition to the courses in my own department, I also studied design-related courses outside the school. Combining the programming background with design aesthetics, will become the key competitiveness for entering the workplace in the future. When I was in my senior year, I felt that the accumulation of design works and practical experience was more important, so I did not continue to pursue further education, I entered the workplace immediately after graduation.

I worked as a visual interface designer in Gogoro Incorporation, mainly responsible for App UI design, product website visual design, and project types include Web, iOS, and Android. Familiar with Figma, Sketch, Ps, Ai and HTML/CSS programming, have experience in EDM production, graphic CIS corporate identity, and icon design. Previous projects include Gogoro app homepage interface revamp, marketing campaign game UI design; ASUS Cloud official website construction and revamp, marketing campaign one-page website design; Lion travel homepage revamp, Yongyuan FJU breast cancer foundation, etc. . From these experiences, I have learned that in addition to having basic skills, designers must constantly use data and feedback to achieve a better user experience, truly grasp the needs of users and express the meaning and value of design. I believe that there is no best, only better design, repeated discussions and verifications will surely bring more intuitive and friendly design experience to users. I have a great passion for UIUX design and hope to pursue this opportunity.

Passed the TOEIC test with a score of 840, and passed the high-intermediate examination of GEPT. My English ability is at a moderate level, which is sufficient for daily communication, reading and writing.

"There is no best, only better design." Is my original design intention. After thoroughly reviewing the past experience, I decided to only remember the lessons and stop looking back frequently. For me, the past, right or wrong, is a mirror, a valuable experience that can be used as a lesson for future. Now, through the relevant training methods to improve, I am more sure about the affairs of UIUX design, and can flexibly control elements such as text, buttons, icons, etc., for web page visual design, production, modification, and programming.

Regarding future planning, digital media is already an indispensable platform for absorbing new knowledge. The user's first impression and experience of a company or product starts from the visual interface, so I think design is a very important part. Based on my enthusiasm for design, I want to continue to study UIUX in the future, especially the interface design part. I hold the four principles of observation, doubt, thinking and communication, and digest and converge what I have learned, and hope to share it with other people and learn from each other, expect to become a full-end designer.

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