Yuan Hou

📍 Australia

💳 k619tw.github.io/yuanhhou

✉️ k619tw@icloud.com

📱 (+61) 0435222223

Skills

UI / UX Design

Web Design

Front-End Development

3D Modelling & Animation

Video/Photo Editing

Interactive Prototype

Visual Effects Design

Motion Graphics

HCI Research

Education

The University of Queensland

Master of Interaction Design

Brisbane, Australia

Feb 2020 - Nov 2021

RMIT University

Bachelor of Design (Digital Media)

Melbourne, Australia

Feb 2019 - Nov 2019

Shih-Chien University

Bachelor of Business Administration

Taipei, Taiwan

Sep 2014 - Jun 2018

Work Experience

Product Designer at Compare the Market *Jul 2022 - Present*

Brisbane, Australia

Compare the Market is a FinTech company focusing on designing, building, and delivering the very best money, home loan, energy, insurance and health comparison and fulfilment product solutions in Australia.

Duties

- Collaborate with the Design System team in day to day activities.
- Work with the team to produce and run a schedule of audit to enhance the experiences to the component library.
- Follow UX / UI best practices (such as Apple HIG, Google Material Design, WCAG) to ensure components are always of the highest quality.
- Ideate and design new interface designs which fit within the Design System ecosystem.
- Support in conducting usability testing to test and validate the ideas and concepts before finalising and implementation.

eLearning Designer/Developer at etrainu *Nov 2021 - Jun 2022*

Brisbane, Australia

etrainu is an eLearning organisation delivering online training and business solution through the centralised Learning Management System (LMS) for over 1.5 million users. The company's goal is to provide creative, innovative learning materials through various online courses.

Duties

- Developed dynamic user experiences across devices (Website, mobile, tablet)
- Created and program designs to maximise interactivity
- Designed and developed marketing and promotional materials
- Troubleshot HTML code in new and developed modules

UI/UX Developer at Studio Hyphen IO *Jul 2021 - Oct 2021*

Brisbane, Australia

Studio Hyphen IO is a creative & digital agency located at Brisbane Technology Park, offering a range of services from web development to UI/UX design. The company's core service aims to help small and medium enterprises gaining market competitive advantage through digital platforms.

Duties

- Supported delivery of optimal UX, UI and front-end development across digital platforms
- Improved visual design of all digital assets across devices (website, mobile, tablets)
- Created EDM design and development

Digital Designer at Shih-Chien University *Apr 2017 - Aug 2017*

Taipei, Taiwan

The faculty of Management at Shih-Chien University has a tradition of hosting an English-taught event COOL CAMP during summer annually; more than thirty participants have joined the activity in the 2017 event.

Duties

- Designed promotional videos using Adobe After Effects and Adobe Premiere Pro
- Created two posters using Adobe Illustrator
- Designed and discussed the camp clothes with clothing manufacturers

Experienced Tools

Adobe After Effects

Adobe Illustrator

Adobe InDesign

Adobe Premiere Pro

Adobe Photoshop

Blender

Bootstrap

Figma

Github

Protopie

Miro

Unity

Personalities

Adaptability

Inquisitiveness

Problem Solving

Team Communication

Team Leadership

Highlight Projects

UI Designer in Sleep Dealer *Feb 2021 - Jun 2021*

Sleep Dealer is a voice chat application that allows users to chat with others to relieve stress. Main Features include: Random chatroom allows users to talk anything; Topic chatroom allows users to talk specific topic; Confession allows users to share their secrets to others.

Duties

- Collaborated with four design students from The University of Queensland
- Explored the problem identification and set the conceptual design
- Applied the illustration and component libraries
- Designed the wireframes, high-fidelity prototype and information architecture
- Created the design system to remain the consistency

Team Leader and Digital Designer in Jog Dealer *Feb 2021 - Jun 2021*

Jog Dealer is an interactive vest that aims to provide a playful and motivational running experience. Runners will be able to see his/her current running information through the interactive lighting system. The lighting system also allows the users to run at night safely; when the users encounter danger, the light and audio will trigger immediately so that the surrounding pedestrians will notice what is happening to the user.

Duties

- Collaborated with three UX background students from The University of Queensland
- Designed the product brochure and the poster
- Organised the team meetups and delivery schedule
- Created the design requirement and design sketches
- Soldered the wires and connected them to Arduino

UX Designer in Finding Green *Aug 2020 - Nov 2020*

Finding Green is an alternative, interactive take on the Brisbane City Council's Weed Identification Tool. The purpose of Finding Green is to assist people, specifically for the botenical scientists, weed-lovers, or even fresh users who wants to know something about the weeds and plants. Finding Green also presents more than three hundred and fifty weeds and plants letting the weed-lovers to search this versatile weed library.

Duties

- Collaborated with four IT background students from The University of Queensland
- Created the user flow and the user journey of the application
- Handoff the design specs to the web developers
- Updated the CSS elements to achieve dark mode feature
- Worked together with other designers on low-fidelity prototype

UI/UX Designer in Moovie *Feb 2020 - Jun 2020*

Moovie is a movie-booking application that allows users to transact their movie tickets with their own individual mobile payment in a faster way securely. Also, the application enables users to purchase multiple movie tickets for their friends; this allows the users to share the electronic movie stub which indicates the movie title, date, and the theatre on social media.

Duties

- Collected qualitative and quantitative data from the interviewees
- Designed low, medium, and high fidelity prototype during the research
- Analysed users' feedback and address their pain points through UX research methods
- Applied design theories and HCI principles in the user interface