Yuan Hou

📍 Australia

🔗 k619tw.github.io/yuanhhou

✉️ k619tw@icloud.com

📱 (+61) 0435222223

Skills

UI Design

UX Research

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

eLearning Designer/Developer at etrainu *Nov 2021 - Present*

Brisbane, Australia

etrainu is an online learning platform, 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

- Develop dynamic user experiences across devices (Website, mobile, tablet)
- Create and program designs to maximise interactivity
- Design and development marketing and promotional materials
- Troubleshooting 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

- Support delivery of optimal UX, UI and front-end development across digital platforms
- Improve visual design of all digital assets across devices (website, mobile, tablets)
- Create 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

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

Experienced Tools

Adobe After Effects

Adobe Illustrator

Adobe InDesign

Adobe Premiere Pro

Adobe Photoshop

Adobe XD

Blender

Bootstrap

Cinema 4D

Figma

Github

Protopie

Logic Pro

Microsoft Office

Microsoft Visual Studio Code

Miro

Prepros

Python

ReactJS

Slack

Unity

Personalities

Adaptability

Inquisitiveness

Problem Solving

Team Communication

Team Leadership

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 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

UI/UX Designer in EcoHub *Sep 2019 - Oct 2020*

EcoHub is an IoT application that allows the users to cut costs, reduce emissions and learn how to be sustainable self along the way. Also, EcoHub offers three features for users - viewing the current usage in realtime, setting the budget tracking tool, and providing the expert guides and tips for better living.

Duties

- Collaborated with three RMIT digital media design students
- Communicated with UX Lead regarding the design specs
- Developed the website structure independently
- Designed the user interface, mockups, concept image, and high-fidelity prototype