

# YU-TAI CHEN

## UX DESIGNER & SOFTWARE DEVELOPER

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📍 Austin, TX

## EXPERIENCE

### Wayne Kerr Electronics | UX Designer Intern

*June 2022 - August 2022 Taipei, Taiwan*

Redesign the user interface for new upcoming LCR Meter models to tailor electrical engineers with consistent design and intuitive functions through wireframing, prototyping while collaborating with the engineering team and the founder.

### Family Mart HeadQuater | Software Enginner Intern

*Februray 2021 - July 2021 Taipei, Taiwan*

Digitalized the traditional company management system from a paperwork to digital media medium, utilizing Agent flow to customized the user interface form of each department, allowing the choice of multiple departments or employees without issues for seamless day-to-day operations and use by 50 employees.

### Delta Mobile System | Software Engineer Intern

*June 2019 - July 2019 Schaumburg, IL*

Developed the Automatic Recognition System for "trainHOG", an open-source AI algorithm use to detect pedestrians in C++ and created 500+ samples of human recognition for the radar sensor, compared 100 negative and 100 positive samples.

## PROJECTS

### FOODME | UX Designer

*Januray 2022 - May 2022 Madison, WI*

Design food delievery system to make finding food deals more convenient that targets college students through interveiwing, wireframing, prototyping while working with two other UX Designers.

### ONLI - Relationship App | Coding Team Lead

*Februray 2021 - August 2021 Taipei, Taiwan*

Worked closely with a team of 4 marketing members, 4 design members, and 4 coding members, advanced the available features of the application, allowing login/sign ups, match-pairing, chats, phone calls, photo management, and memorandum for 2 people to edit simultaneously.

## EDUCATION

University of Texas Austin

MS - Information Studies (UX)

August 2022 - Present

University of Wisconsin Madison

BS - Computer Science

August 2017- May 2022

## TOOLS

Sketch

Figma

HTML/CSS

Python

Webflow

C++

Java

Javascript

Android Studio

Flutter

Unity

## SKILLS

StoryBoarding

Wireframing

Prototyping

User Research

Agile Development

Cross-team Collobaration

Interaction Design

## Rewards

Carbon Madhacks

Hackathon People's Choice

Award – University of

Wisconsin Madison (2019)