Yi-An Nieh

CONTACT

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EDUCATION

National Cheng Kung University | 2021–2025

B.EECS Computer Science and Information Engineering | 2022–2025

Cross College Elite Program | 2021–2022

CORE QUALIFICATIONS

- Data Structure
- Algorithm
- App Design
- Image Processing
- UX Design
- Design Thinking

- C Programming
- Python Programming
- Java Programming
- Pic Assembly
- RiscV Assembly
- mySQL

- Data Organizing
- Interdisciplinary Communication
- Presentation Composure
- True Grit and leadership

PROFESSIONAL EXPERIENCE

Palazzetto Gamification Experience | 2025

Team Project – Service and Experience Design

- Designed a gamified fundraising experience prototype for a local cultural heritage organization in Italy.
- Created personas and analyzed engagement through the Octalysis framework, integrating scavenger hunt mechanics and participatory storytelling to enhance visitor motivation and accessibility.

Multilingual Chat App | 2023–2024

Individual Project – Flutter / MySQL

- Developed a multilingual chat app for migrant workers and elders to overcome language barriers
- Rebuilt the system with Flutter and mySQL, improving usability and data control while exploring cross-cultural usability
- Using Text-to-Speech and Speech-to-Text function to support immediate messaging

Interactive Annoying Alarm | 2024

Team Project – Raspberry Pi Project

- Built an interactive alarm integrating ultrasonic sensors, motor control, and TTS/STT feedback using Python and shell script
- Explored playful interaction and user response through embedded technology

Mindfulness Meditation App | 2024

Team Project – Flutter Project

- Developed a journal app using Flutter that allows users to record and compare their moods before and after mindfulness practice by integrating the concept of 'mindfulness' from psychology
- Enables users to document their mindfulness sessions and provides a mood-change chart to help them track their mindfulness progress and emotional fluctuations

PROFESSIONAL EXPERIENCE

Music Producer Gadget | 2024

Team Project – Microcontroller Design

- Created a physical rhythm game with an LED display, buttons, and a speaker.
- Using Pic assembly to handle PWM sound control to synchronize light and audio feedback; praised for high playability.

Yongle Market Vendor Workflow Redesign | 2023

Team Project – User Experience Design Course

- Create a prototype for the market vendors to support digital transformation
- Using design thinking methods such as the KJ method, HMW (How Might We), Behavioral Variable Analysis, Persona, Empathy Maps, and Iterative Process
- Synthesized 150+ observations using KJ analysis to propose human-centered service flow improvements

Image Morphing and Classification | 2023

Individual Project – Machine Learning / OpenCV

- Using OpenCV and Python to implement image morphing by calculating feature line extraction
- Using OpenCV and a modeling tool such as VGG and ResNet with PyTorch to present an image classifier

Ritual Design for the Longci Light Festival | 2023

Team Project – User Experience Design Course

- Create a prototype for Longci Light Festival to improve its visitor flow and to make the experience more immersive for participants
- Using design thinking methods such as Persona, KJ method, Behavioral Variable Analysis, Bodymap, Journey Map Analysis, HMW, and Storyboard

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INTERNATIONAL EXPERIENCE

Exchange in Tampere University, Finland | 2025

Collaborated with people from diverse cultural backgrounds and learned basic HCI knowledge

Language Partner of Critical Language Scholarship, U.S. Department of State | 2024

Organizing eight weeks of activities for in-depth cultural exchange

Collaboration with Kio University's Department of Environmental Design | 2024

Collaborated with students from Kio University's Department of Environmental Design in Japan to co-design and build a mobile food truck space in a rural area that encouraged local social interaction

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EXTRACURRICULAR EXPERIENCE

Jazz Club | 2021–2025

Practiced jazz piano and bass throughout university. Learned basic music theory of jazz and improvisation techniques with daily practice and jamming with members

Volleyball team in CSIE | 2023–2024

Built a sense of teamwork and maintained regular exercise

EXTRACURRICULAR EXPERIENCE

Mountaineering Association and Tainan Wild Bird Federation | 2022–2025
Pushing personal limits and getting close to nature

Chinses Opera Club Performance | 2024
Learning Kunqu Opera, part of traditional Chinese culture

Visual art workshop of Ceramic Art | 2022
Designing pottery that generates sound and creates music with those artworks. Collecting sounds around our daily lives to discover the importance of audio

CCEP Orientation Camp (Event General Coordinator) | 2022
Hosting CCEP Camp for underclassmen. Organizing teams, dealing with abruptly appeared problems (earthquakes), and communicating in a clear and efficient way