

Education

National Taipei University of Technology
2020 – 2022
M.A School of Interaction Design

University of Taipei
2015 – 2019
Department of Learning and Materials Design

Experience

Freelancer
UX Designer / Visual Designer

Jan. 2022 — Present
Create a learning management system (LMS) based on Patient-Centered Communication for students at NYCU School of Nursing. Design user experience and visual concept, collaborating with developers, and project managers to build this platform.

City Science Lab Taipei Tech
UI UX Designer

Jan. 2022 — Present
Collaborate with researchers and developers to create a friendly user interface for data visualization and human-computer interaction.

Flytech
Product Marketing — Graphic Designer

Sep. 2019 — May 2020
Exhibition Design
Participate in the theme and key vision design of the booth in trade shows abroad.

Product Marketing
Product Sales kit planning, including product demo video and social media marketing material design.

Official Website Planning
UI/UX design and maintenance for the new version of the company's official website.

Design For Taiwan
Design Intern

Mar. 2017 — Jul. 2019
Exhibition Planning
Participate in the key vision design and exhibition booth design of social design annual exhibitions in 2017 and 2018, including promotional video editing, poster design, and exhibition publication layout design.

Workshop
Design for prior event publicity and record workshop activities.

Skills

Visual design, Adobe Illustrator, Adobe Photoshop, Adobe Premiere, Adobe After Effect, Figma, Keyshot, Html/CSS, Bootstrap, User research, Rapid prototyping, Usability testing

Honors

Award for Best Original in Vision Get Wild Award, 2022
Published in ICIDD Conference, 2022
Published in IEEE-ICCE TW Conference, 2021