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Belief

GRAPHIC + INTERACTION = USER INTERFACE DESIGN

User interface design is not only about graphics, but interaction. Quick prototyping in the design process is vital to see how the user interface MOVES.

DESIGNERS ARE NOT USERS ARE NOT DESIGNERS

According to the golden rule of user-centric design, the usability methodologies help designers to SEE what the user needs, not to THINK.

TECH ♥ ART

Technology is the bridge to connect ideas and reality. With the background and experience in engineering and design, I manage them together to build great USER EXPERIENCE.

.HTML

With the nature of flexibility, rich-content, rich-interaction, instant-coding, accessibility, and immediate response, the HTML platform is the perfect PLAYGROUND for fresh ideas.

Experience

LEAD PRODUCT DESIGNER

DIING, TAIPEI / LOS ANGELES, JUN. 2016 - NOW

Define product scope, interaction and UX landscape for mobile apps, VR/AR applications and websites among education, entertainment, AI, and IoT. In charged of product strategy, user research, interaction design, prototyping, UI design, technical assessment and team leading.

SENIOR PRODUCT DESIGNER

UNIGREEN, TAIPEI, AUG. 2015 - MAY 2016

Define product scope, interaction and UX landscape for agriculture products apps. In charge of product strategy, user study and research, interaction design, prototyping, and team-leading.

SENIOR USER INTERFACE DESIGNER

MOBIAPPS, TAIPEI, DEC. 2012 - JUL. 2015

User interface design/Flow design for mobile apps and websites among royalty programs, gaming, cars, and e-commerce. In charge of product strategy, user research, principle design, UX definition, Usability refinement, Website design & development.

USER INTERACTION DESIGNER

PILOTFISH, MUNICH, AUG. 2011 - AUG. 2012

Design research, brainstorming, developing of ideas, user interface design, graphic design, and prototyping.

USABILITY ENGINEER

KATDC, TAIPEI, SEP. 2008 - JUN. 2011

In-house Usability lab build-up, prototyping, usability assessments, design system definition and project leading for TV set-top boxes.

MECHANICAL ENGINEER

CTCI, TAIPEI, MAR. 2008 - AUG. 2008

Design the static equipment used in chemical plant, such as pressure vessel, tower, tank. Communication with world-wide vendor for technique confirmation and quotation estimation.

Education

M.S., BIOMEDICAL ENGINEERING

NATIONAL YANG-MING UNIVERSITY, TAIPEI, 2005 - 2007

"3D Dynamic Model Construction for Predicting Knee Kinematics - Comparison of native knee and knee arthroplasty", presented on the 21th Congress of International Society of Biomechanics

"Three-dimensional Dynamic Model Construction for Predicting Knee Kinematics - Comparison of Native Knee and Knee Arthroplasty", Masters thesis

B.S., MECHANICAL AND ELECTRO-MECHANICAL ENGINEERING

NATIONAL SUN YAT-SEN UNIVERSITY, KAOHSIUNG, 2001 - 2005

"Man back-supporting system - A best supporting points analysis", presented on the 21th National Conference on Mechanical Engineering of CSME

Skills

Tool

Sketch, Framer, Affinity Photo/Designer/Publisher, Blender, Maya, Adobe Photoshop, Illustrator, Indesign, After Effects, Lottie Animation

HTML/CSS/JavaScript, Jekyll, React, Swift, iOS development, Android development

Unity, Lens Studio, Spark AR Studio, Oculus, SteamVR, Marquette

User Experience Design

Prototyping engineering, Usability assessment, Web-design, UI design, AR, VR, XR

Language

Mandarin, English, German

Portfolio

paperworkStudio

<http://paperworkstud.io>