**心得整理:**

七年的NIP與供應鏈管理經驗讓我明白產品計畫要成功，有效的溝通是最重要的工作。 如何傳遞設計師理念給供應商，同時讓設計師明白行設計可行性是產品工業化時程的關鍵。 成本不能只看單品報價， 先不談量產時不穩定的品質與供貨會產生成本浪費，光是因為關鍵零部件延後量產的時間，團隊人員人事費用一天可能就遠超零件成本了。

Based on seven years of AIP and supplier chain management experience, I believe that efficient communication is the key of project success. Deliver designers’ ideas to suppliers accurately and let designers understand the ideas’ feasibility and cost-effective is critical. Cost is not only the number on the quotation. Not only the unstable quality and shipment delaying in MP stage is cost, moreover the labor cost of whole team is more significant than the difference between the part quote.

**專業技能:**

供應鏈設計&供應商開發:

Supply Chain & Supplier Development

豐富的審廠與被審廠經驗，從工廠規模、設備、流程體系與人員觀察可以看出是否值得讓工程師投入時間與該供應商磨合。技術能力與地緣關係在初期會比單價重要很多。產品生產穩定後來考慮替代料與價格談判會更有效果。

Lots of experience of audit and being audited. From the factory size, equipment, process system and personnel observation, it can be seen whether it is worthwhile for engineers to invest time to run in with the supplier. Technical capability and geographical relationship is much more important than unit price in the initial stage. It will be more effective to if second source and price negotiations after production is stable.

整合產品驗證&測試計畫:

Product and Components Validation and Test Plan

廣泛的零部件經驗。撰寫過產品EVT、MP的測試計畫與測試項目。測試必要性與否與供應商內部驗證流程完善可以降低成本。CPK與SPC加入是為了降低後端成本，但是執行成效往往決定於跟產線與品保人員的溝通。

Extensive parts experience. Wrote test plans and test methods for EVT and MP stage. Reduce internal costs by controlling supplier verification and production processes. CPK and SPC can reduce back-end costs, but the effectiveness of implementation often depends on communication with execution staffs, willing impacts a lot.

同步工程&文件管理:

Simultaneous Engineering & Documentation Organization

能動的先動、能跑的先跑是沒錯，但是找事裝忙其實挺可怕的。因為該勞動並不會成功，也不會得到獎勵，反而會讓大家失去對成功嚮往而習慣失敗。能夠有效執行同步工程的前提就是管控，確定執行的動作是有意義的，不會改來改去，然後出了事責任推來推去。

工作經歷

Reliability Engineer & Site Manager:

* 供應商開發與稽核, 成本分析與規格制定
* 領導CM團隊取得BSH供應商資格以及訂單
* 合約
* CM品質負責人, NIP產品市場良率提升, 半年 60% -> 90%.
* 協同設計師, CM, 供應商定義SPEC以及PPAP文件

https://playcsgo.github.io/CV/