# **Shih-Yu Chu** Product Designer

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### Education

#### **University of Michigan**

Master of Science in Information. UX Design & Research / HCI 2021 | Ann Arbor, MI

#### **National Taiwan University**

Bachelor of Science, Geology 2015 | Taipei, Taiwan

# Experience

May. 2020 - Apr. 2021

## **Assistant Product Designer**

@ Michigan Publishing - Fulcrum | Ann Arbor, MI

- Revamped the authentication and authorization process of Fulcrum, an open source publishing platform
- Benchmarked and improved the usability for Fulcrum's eReader

## UX Design & Research Intern

May. 2020 - Aug. 2020

@ Zell Lab for Technologies | Ann Arbor, MI

- Designed and launched a web-based mobile app called "Chime", a self-serving ordering system that improves customers dining experience in restaurants and helps restaurants upsell products
- · Designed and launched the Back of House system for restaurant owners and servers to manage orders and menus
- · Discovered and solved potential issues for adopting Chime semi-structured interviews and usability test
- Established the design system for consistency and scalability

# **Product Designer**

Aug. 2017 - May. 2019

@ Codementor (Arc.dev) | Taipei, Taiwan

- · Led the user experience design, user interface design, and visual design of CodementorX, a world-class freelance platform for software engineering
- Doubled CodementorX's user base and revenue in 1 year by redesigning its dashboard, optimizing hiring process and experience for both client and freelancer, and rebranding
- Established a cross-products design system and guideline

#### **User Interface Design Intern**

Oct. 2016 - Mar. 2017

@ Yoctol.ai | Taipei, Taiwan

· Laid down the foundation for the UI of a web app that visualizes the public sentiment on an iconic local social media in Taiwan

## **Graphic Designer**

Jun. 2015 - Sep. 2016

@ Shiyu Chuu Design | Taipei, Taiwan

- Designed and published the Taipei tour map that helped over 4,000 foreign tourists traveling in Taipei
- · Enhanced information accessibility for Taipei Da-an Park by redesigning its wayfinding and branding system

# Skills

## **Design Methodologies**

- · Interaction design
- · Visual design
- Rapid prototyping
- Wireframing
- Contextual inquiry
- Usability testing
- Heuristic evaluation
- Competitive analysis
- · Diary study

#### **Design Tools**

- Sketch
- Invision
- Zeplin
- Figma
- Principle
- Adobe XD
- Illustrator Photoshop
- · After Effects

#### Sofrware Development

- · React Native
- jQuery
- JavaScript
- HTML5
- CSS3
- · A-Frame, Unity, C# (AR/VR/XR)

# **Data Analysis**

- Python
- Pandas
- Seaborn
- Matplotlib Numpy, Scipy
- · Scikit-learn
- SQL