

## YA-HSUAN(Terry), YANG

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### EDUCATION

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#### ROCHESTER INSTITUTE OF TECHNOLOGY

August 2022 – present

##### *Master of Science in Human Computer Interaction*

GPA: 3.83/4.0

**Human Computer Interaction Coursework:** Applied Statistics, Foundations of HCI, JAVA for Programming, Information and Interaction Design, HCI with Mobile, Wearable, and Ubicomp, Usability Testing, Foundation of Web Technologies.

#### CHUNG YUAN CHRISTIAN UNIVERSITY

September 2013 – June 2017

##### *Bachelor of Science in Electronic Engineering*

### SKILLS

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**Programming Languages:** SQL, PL/SQL, HTML/CSS, JavaScript, Java

**Platforms:** BI Publisher, Toad, Figma

**Language:** Mandarin(Fluent), English

### WORK EXPERIENCE

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#### ARGOTEK INC. – *Software Developer*

April 2018- February 2021

*Designing and implementing ERP systems to support multiple companies.*

Taipei, Taiwan

- Proficiently manage and tailor **Enterprise Resource Planning (ERP) systems**, utilizing **SQL, PL/SQL, Oracle, BI Publisher, and Toad**.
- Developed and maintained strong relationship with customer to meet their project requirements

#### Chung Yuan Christian University– *Product Design Teaching Assistant*

September 2017 – January 2018

- Provided **guidance** and **support** to students during board game sessions, encouraging them to consider **UI/UX design principles**.
- Integrated of the developed technologies into the overall game framework

#### Chung Yuan Christian University– *Project Assitant*

June 2017 – December 2017

- Spearheaded monthly accounting statement planning and contributed to project budget management.
- Demonstrated strong organizational skills by maintaining project files, implementing effective filing systems, and managing project communications.
- Played a pivotal role in supporting the APP Development Team through data preparation and marketing assistance.
- Collaborated closely with the Project Planning Team to ensure the smooth execution of projects.

#### Medici Creativity Co., LTD.– *Board Game Development Intern*

July 2015 – August 2015

- Innovatively **developed** new board game rules and **crafted a prototype**.  
Successfully sold the board game to a prominent U.S. company, ThinkFun. For more information, please refer to:  
<https://www.thinkfun.com/products/kaleidoscope-puzzle/>
- Collaborated seamlessly with cross-functional teams for product development, spearheading **UI/UX design** initiatives, and implementing innovative gameplay concepts.
- Documentation of game design vision and play, and helped with strategizing future product plans and lines.

### PROFESSIONAL EXPERIENCE

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#### Undergraduate Research(CYCU)

February 2016 – June 2017

*Topics: Engineering Design Practicum*

- Application of smart robot in supporting the social development of children with autism.

#### Biomedical Research Contest, Ministry of Education(Java, Labview, Arduino)

August 2015 – January 2016

- Used interactive robot help children learning social skills
- Used a face tracking system to analyze children's reactions.

### ADDITIONAL INFORMATION

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**Awards & Honors:** Participant of NXP CUP Taiwan – Intelligent Car Racing(**Java**)

July 2016

**Other Activities:** Taiwan Alumni Association – Vice President; AIDA Freediving Assistant; WiCHack Volunteer; Member of Volleyball Team; Lifeguard in Chung Yuan Christian University;