YA-HSUAN(Terry), YANG

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EDUCATION

ROCHESTER INSTITUTE OF TECHNOLOGY   *August 2022 – May 2025*
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, Client Programming.

CHUNG YUAN CHRISTIAN UNIVERSITY   *September 2013 – June 2017*
Bachelor of Science in Electronic Engineering

WORK EXPERIENCE

ARGOTEK INC. – *Software Developer*   *April 2018- February 2021*
Designed and implemented ERP systems to support multiple companies.   .   *Taipei, Taiwan*
- Proficiently manage and tailored **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 the developed technologies into the overall game framework

Medici Creativity Co., LTD.– *Board Game Development Intern*   *July 2015 – August 2015*
- Developed innovative board game rules and created a **prototype**, which was successfully **sold to ThinkFun**, a prominent U.S. company.
- Collaborated seamlessly with cross-functional teams on product development, spearheading **UI/UX design** initiatives, and implementing innovative gameplay concepts.
- Documented game design vision and gameplay mechanics, and contributed to strategizing future product lines

PROJECTS

Twitch VOD Analyze   *Live*
React / Hooks / Twitch API / Tauri / Rust / Python
- Using **React** for the frontend, **Tauri** for the backend, and **Python** for data analysis, this project integrates the **Twitch API** to **fetch**, analyze, and visualize data, helping streamers efficiently identify key moments in their VODs.
- Speeds up highlight extraction by **50%**, enhancing content creation workflow.

iSchool Website   *Github | Live*
React / Hooks / iSchool API / Material UI / Semantic-React UI / Google Map API / Vite
- Implemented **React** Hooks, **MUI** library, **Semantic-React UI** library
- Integrated third-party API to retrieve and display data dynamically
- Utilized **Google Maps API** to visualize third-party API information on an interactive map

Find Your Interested   *Github | Live*
HTML / CSS / JavaScript
- Delivered a seamless user experience with optimized **responsive web design (RWD)**
- Implemented **dynamic** functionality with **JavaScript**, including **fetch API**, **localStorage**, and **cookies** management.

Pokemon Random Skatch   *Github | Live*
JavaScript / P5.js
- Implemented **P5.js** to sketch random pokemon pictures when refreshing the page with full **responsive website design (RWD)**

Redesign Figma to Help Designers to Build Accessible Websites   *Live*
UX Design / UX Research / Figma / Web Accessibility
- Built **low and high fidelity prototypes** to improve Figma's **web accessibility** support
- **Enhanced Figma's accessibility support** by adding **Web Settings**, a **WCAG Checker**, and **Color Blindness Simulation** while maintaining a **seamless**, **user-friendly** design.

SKILLS

Programming Languages	HTML5, CSS3, JavaScript, React.js, Material UI, P5.js, SQL, PL/SQL
Tool	BI Publisher, Toad, Figma, VS Code, Git, Illustrator, Photoshop
Language	Mandarin, English