

# Lo, Ying-Chen

Portfolio | [yingchenlo.github.io](https://yingchenlo.github.io)

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## EXPERIENCE

### Project Manager/Designer at Sandwiches Studio

Sep 2018 - Mar 2022

I have been invited to join this startup company as employee #1. Designed and launched the official website on all available platform. Contributed to the official app design from concept to prototype. Cooperated with visual designer to build AR project with SparkAR, attracting 17000+ visitors. Created, organized, and managed the inclusive and accessible exhibition with 20,000+ visitors. Optimized the project management process to decreased administrative hours, resulting in revenue growth above 15% year-over-year.

### Research Assistant at NTUT

Nov 2014 - Aug 2018

In my freelance period, I got an opportunity to join a multidisciplinary team to do the research. Managed 30+ multi-disciplinary researchers and leaded them working on the web-based smart TV system. Participated in design thinking workshop and user testing concerning communication for interactive interface of Smart TV that incorporates audio-visual technology.

### Freelance UI/UX Designer - Web Developer

Mar 2014 - Sep 2018

During 4 years working as a freelance designer, I collaborated with developers teams & managed a wide variety of cross-media project. Building 20+ web and mobile products for individuals, companies and national institution, such as NMTH, NCFTA, CKSMH, xuxuwear (e-commerce) and Wellcom24 (e-commerce).

### Multidisciplinary Designer at DiabeticLink

Mar 2013- Mar 2014

Collaborated with developer and project manager, and responsible for branding, advertisements, App UI design, and official website design with Wordpress.

## EDUCATION

### UX Design Certificate

Google

2022, online

### MA, New Media Art

GA 89.07

Taipei National University of the Arts

2010 - 2014, Taipei, Taiwan

Research on the interactive installations with the olfactory sense.

### BS, Interactive Technology

GPA 3.94

Yuan Ze University

2005 - 2009, Taoyuan, Taiwan

Graduation project is 2D animation selected in ACM SIGGRAPH Space-Time Student Competition.

## SKILLS

### Design

Visual Design, Responsive Design, User Flows, Wireframing, Prototyping, User research, Usability Testing

### Tools

Figma, Adobe creative suite, HTML, CSS, JavaScript, jQuery, Bootstrap, Wordpress, Visual Studio Code, Agile/Scrum, Jira

## AWARD

"A personalized learning system with smart interaction", IEEE ICCE-Taiwan, 2017

"A design framework for smart TV: case study of the TaipeiTech smart TV system",

IEEE ICCE-Taiwan, 2016

Trans-Chinese Film Academy Festival, Hong Kong, 2010

ACM SIGGRAPH Space-Time Student Animation Competition New Orleans, U.S.A., 2009