

## EXPERIENCE

### Project Manager

#### Sandwiches Studio

Taipei, Taiwan

Sep 2018 - Mar 2022

I have been invited to join this startup company as employee #1. It was a good challenge I should constantly think about how to improve things, be aware of problems and how to solve them.

- ▶ Created, organized, and managed the inclusion exhibition projects, attracting > 20,000+ visitors.
- ▶ Cooperated with National Palace Museum to promote cultural equity, and created the 1st "easy-to-read" visitor guide in Taiwan.
- ▶ Optimized the project management process to decreased administrative hours, resulting in revenue growth above 15% year-over-year.

### Research Assistant

#### National Taipei University of Technology

Taipei, Taiwan

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.
- ▶ All the key performance indexes of this project have been successfully achieved, including 23 SCI/SSCI journals, 39 papers, 3 patents, and 6 technology transfers.
- ▶ Presented 2 conference papers in IEEE ICCE-TW 2017 and 2016.

### UI/UX Designer - Web Developer

#### Freelance

Taipei, Taiwan

Mar 2014 - Sep 2018

During 4 years working as a freelance designer, I got a lot of experience cooperating with several companies, such as museum, clothing, and retail companies.

- ▶ Established a freelance web and App design and development business, managing > 20 projects and clients, focusing on innovative and user-friendly design.
- ▶ Coordinated and communicate with customers to plan projects from concept through completion.

## EDUCATION

### UX Design Certificate

Google

2022, online

### Master of New Media Art

Taipei National University of the Arts

2010 - 2014, Taipei, Taiwan

GA 89.07

Research on the interactive installations with the olfactory sense.

### Bachelor of Information Communication - Interactive Edutainment Technology Group

Yuan Ze University

2005 - 2009, Taoyuan, Taiwan

GPA 3.94

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

## SKILLS & INTERESTS

### Design Tool Set

Figma, Adobe creative suite

### Web Skills

HTML, CSS, JavaScript, jQuery, Bootstrap, Wordpress, Visual Studio Code

### Interaction

User research, Wireframing, Prototyping, User testing

### Other Skills

Agile/Scrum, Jira

## AWARD & PUBLICATIONS

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

2016 "A design framework for smart TV: case study of the TaipeiTech smart TV system," IEEE ICCE-Taiwan

2010 selected in Trans-Chinese Film Academy Festival, Hong Kong

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