

Ying-Shiuan Chen

Interaction Designer

"A Conscious designer and developer with a passion to discover what suits to individuals and practice creative in both the digital and physical worlds."

Linkedin

yingshiuan.github.io/yshiuan/

ohis.yingshiuan@gmail.com

2022

EDUCATION /

Google UX Design Certificate

Coursera

June - Aug 2021

Master of Advanced Studies in Architecture and Digital Fabrication

ETH Zürich, Switzerland

2018-2019

Bachelor of Architecture

Tamkang University, Taiwan

2012-2017

SKILLS /

Design Methods

Information Architecture
Wireframing
Rapid Prototyping
Usability Testing
Design System
Responsive Web Design
Mobile Application Design
Storyboards
Personas / Empathy map
User Journey Maps
Design Thinking

Tools

Figma
Sketch
Zeplin
InVision
Adobe Creative Suite

3D Modeling & VR/AR

Unity
Blender
Cinema 4D
Maya
3ds Max
SketchUp
AutoCAD
Rhinoceros 3D
Grasshopper 3D

Programming

Python
HTML/CSS
JavaScript
Java

**Digital
Fabrication**
3D-Printing
Laser Cutting
CNC Milling
Digital Cutter
Plasma Cutting
Vacuum
Forming

Robotic Fabrication

KUKA
ABB
Universal
Robots (UR10,
UR5)

Programming

Python, HTML/CSS, JavaScript, Java

Languages

English - Full Professional proficiency
Chinese - Native
German - A1

EXPERIENCES /

Interaction Designer and Developer | *insdash*

Jan 2022 - Current

Motion Graphics Designer | *Freelancer*

Mar 2020 - Dec 2021

- Created 2D/3D assets and animations for different devices and platforms to enhance interactivity and delight users.
- Produced AR interactive prototypes using sketches, storyboards, and wireframes to iteratively improve and support the design process.
- Communicated effectively with PMs, designers and partner teams during the implementation phase to realize the design vision.

UX/UI Design Consultant(Remote) | *yun.official*

Mar 2021 - Aug 2021

- Generated scenarios, created storyboards and conducted competitive audits to identify brand strategy, product development, marketing, and target customers.
- Facilitated the client's product vision by researching, conceiving, sketching, prototyping and user experiences for digital platforms.
- Negotiated with clothing manufacturers and gained the first seasonal partnership, helping the company establish a solid foundation in the early stages.

Research Assistant | *Dept. Architecture of Tamkang University*

2017 - 2018

- Tested features and designs iteratively to complete the on-site human-robot collaborative art project.
- Collaborated with PM, engineers and designers to develop robotic fabrication systems for the project from the early conception stage to the final implementation.

Teaching Assistant | *Dept. Architecture of Tamkang University*

2017 - 2018

- Assisted the professor in Java programming courses and parametric 3D modeling courses.
- Understood the needs of students and provided guidance from conception to implementation.

OTHER INITIATIVES /

Invited Lecturer, *Technologies for Future Design* | 2018

- Delivered a presentation about how technologies can influence interactive designs and prototyping.

Workshop Lecturer, *Computational Design Methods* | 2017

- Gave a workshop on computational design, from geometric construction to interactive simulation for 60 students.

Workshop Lecturer, *Computational Design Methods* | 2017

- Gave a workshop on computational design, from geometric construction to interactive simulation for 60 students.