

# Ying-Shiuan Chen

Product Designer (UX/UI)

"Culturally conscious designer with a passion for discovering what suits individuals and delights people by developing diverse ways in the digital and physical worlds."

Linkedin

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## EXPERIENCE

### Interaction Designer, Remote — *insdash*

January 2022 - Present

- Create augmented reality prototypes and interactive concepts from sketches, wireframes, and mockups to enhance and support the design process iteratively.
- Identify constraints and opportunities in the current design process and prototype mock-up to deliver a cohesive user-centered design.

### UI / UX Consultant, Taipei, Taiwan (Remote) — *Yun. official*

March 2021 - August 2021

- Negotiated partnerships with fashion design studios, helping the company establish a solid foundation in the early stage through obtaining the first seasonal partnership.
- Elevated client brand vision through research, ideation, sketching, prototyping, and user-centered design for application to digital platforms.
- Conducted competitive audits to gain insights for clients to determine brand strategy, product development, and website development.

### Web Developer | Motion Graphic Designer, Remote — *Freelance*

March 2020 - August 2021

- Integrated HTML, CSS, and JavaScript into CMS, set up tracking with Google Analytics, and designed user-friendly interactive responsive mobile & desktop websites.
- Iterated on sketches, storyboards, wireframes, 2D/3D assets, and diversity studies to enhance the design process and delight the user experience.
- Collaborated and communicated effectively with project managers, designers, and partner teams to realize the design vision during the implementation phase.

### Research and Teaching Assistant, Taiwan — *Tamkang University*

September 2017 - September 2018

- Developed robotic fabrication systems and experimented with human-robot collaboration capabilities on-site to complete the architectural-scale art project in 3 months.
- Conducted research on robotic arms for further application and testing in prototyping, manufacturing, and interaction design.
- Comprehended student needs and provide instruction in computational design, digital fabrication, and computer programming from concept to implementation.

## EDUCATION

### Google UX Design Certificate — *Coursera*

June 2021 - August 2021

### Master of Advanced Studies in Architecture and Digital Fabrication, Switzerland — *ETH Zürich*

September 2018 - September 2019

- Master Thesis "Robotic Claygraphy: Translating human sculpting skills into the robotic arm and digitally controlling it to produce 2D and 3D prototypes from design to fabrication.

### Bachelor of Architecture, Taiwan — *Tamkang University*

September 2012 - June 2017

- The building-scale hyperbolic pavilion showcases computational design methods and materiality studies. It proposes systematic assembly and efficient use of materials.

## OTHER INITIATIVES

### Invited Lecturer, *Technologies for Future Design* | June 2018

Delivered a presentation on how technologies influence the interactive design process and prototyping.

### Workshop Lecturer, *Computational Design Methods* | June 2017

Conducted a design workshop about geometric construction and interactive simulations.

### Workshop Lecturer, *Robotic Clay 3D-Printing* | June 2016

Developed the printing tool for robotic clay 3D printing and provided 30 students with a hands-on workshop ranging from parametric design to robotic fabrication.

## 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, Interaction Design

### Tools

Figma, Sketch, Zeplin, InVision, Visual Studio, Adobe Creative Suite

### 3D Modeling & VR/AR

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

### Programming

Python, Java, HTML / CSS JavaScript, jQuery, Processing

### Digital Fabrication

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

### Robotic Fabrication

Universal Robots (UR10, UR5), KUKA, ABB

### Languages

English - Fluent  
Chinese - Native  
German - A1

### Interests

Photography  
Technology  
Traveling  
Cooking  
Baking science