

WORK EXPERIENCE

Interaction Designer, *insdash*

January 2022 - Present

- Utilize Figma and Blender to create augmented reality prototypes and interactive concepts, and iterate designs based on feedback.
- Identify design constraints and opportunities to ensure prototype models adhere to user-centered design principles.

3D Artist & Animator, Switzerland, *Thömus AG*

October 2022 - February 2023

- Worked with the Chief Marketing Officer, Art Director, and 3D Artist to translate product features into storyboards and compelling 3D video animations.
- Implemented rigging, and merged diverse visual effects and animation techniques to bring bike products to life, creating dynamic and expressive performances.
- Incorporated client feedback to refine animations and meet project requirements.

UI / UX Consultant, Taiwan, *Yun.official*

March 2021 - August 2021

- Negotiated partnerships with fashion design studios, helping the company establish a solid foundation in the early stage by 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, *Freelance*

March 2020 - August 2021

- Developed responsive websites using HTML, CSS, and JavaScript, integrating with content management systems.
- Iterated on sketches, storyboards, wireframes, 2D/3D assets, and diversity studies to enhance the design process and delight the user experience.
- Collaborated closely with project stakeholders, designers, and partner teams to ensure the successful implementation of design visions.

Research and Teaching Assistant, Taiwan, *Tamkang University*

September 2017 - September 2018

EDUCATION

Google UX Design Certificate, Coursera, 2021

Master of Advanced Studies in Architecture and Digital

Fabrication, Switzerland, ETH Zürich, 2018 - 2019

- Master Thesis: 'Robotic Claygraphy - Digitally Controlling a Robotic Arm to Translate Human Sculpting Skills, Producing 2D and 3D Prototypes from Design to Fabrication.'

Bachelor of Architecture, Taiwan, Tamkang University, 2012 - 2017

- The large-scale hyperbolic pavilion demonstrates computational design techniques and material studies, emphasizing systematic assembly and optimal material utilization.

OTHER ACTIVITIES

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

- Delivered a tech-impact talk on 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 a clay 3D printing tool and conducted a hands-on workshop for 30 students on parametric design and 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

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

Programming

Python(Basic)
Java(Basic)
HTML / CSS
JavaScript(Basic)
jQuery(Basic)

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 - B1