

## YING-SHIUAN, CHEN

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

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## EDUCATION

### Google UX Design Certificate

Coursera

June - Aug 2021

### Master of Advanced Studies in Architecture and Digital Fabrication

ETH Zürich, Zürich

2018-2019

### Bachelor of Architecture

Tamkang University, Taiwan

2012-2017

## SKILLS & TOOLS

### Programming

Python, HTML5, CSS, JavaScript, Java

### Product Design / UI UX

Adobe XD, Figma, Sketch, Zeplin, InVision

### Design Method

User Research, Personas, Empathy map, User Journey Maps, Storyboards, Information Architecture, Wireframe, Prototype, Mockup, Design System, Usability Testing, Responsive Web Design, Mobile Application Design, Design Thinking

### Motion Graphics & 2D Graphics

Adobe Creative Suite  
 Illustrator, Photoshop, InDesign, Lightroom, XD, After Effect, Premiere Pro

### 3D Modeling & VR/AR

Blender, Unity, Rhinoceros 3D(& Grasshopper), Cinema 4D, AutoCAD, Revit, Maya, 3ds Max, Sketchup

### Digital & Robotic Fabrication

Laser Cutting, 3D-Printing, CNC Milling, Zund Digital Cutter System, Plasma Cutting, Vacuum Forming, KUKA, ABB, Universal Robots (UR10, UR5)

### Languages

English - Full Professional proficiency

Chinese - native

German - A1

Japanese - Basic

## EXPERIENCES

### Strategic Design Consultant

*yun.official* | March 2021 - August 2021

- Assisted in defining Brand Strategy, Product Development, Marketing and Web Design.
- As a product manager, negotiated partnerships with clothing manufacturer and Fashion designer.

### Motion Graphics Designer

*Freelancer* | 2019 - Present

- Consulted with clients to gain an in-depth understanding of their needs prior to project initiation.
- Created Storyboard, Assets, Scripting and animated with sound effects.
- Collaborated with PMs, creative professionals to outline and achieve animation goals.

### Research and Teaching Assistant

*Dept. Architecture of Tamkang University* | 2017-2018

- Focused on computational geometry research, digital and robotic fabrication based on materials.
- Developed the robotic fabrication which combines Universal robot 10 and locating system of HTC VIVE Tracker for fabricating the 3 meter in height and 6.7 meters in length wooden brick wall on-site in 3 months.
- Collaborated with PMs, Developer, Designers and Architect on project from taking over the project to final implementation.
- Worked as TA for Computer Programming in Architectural Design and TKU digital fabrication lab technical support.

### Lab Manager

*Digital Design and Fabrication Lab (CCC Lab)* | 2017-2018

- Managed and maintained the machines in the lab.
- Gave students instruction in computer-aided design and computer-aided manufacturing.

### Workshop Lecturer

*Tamkang University, Taiwan* | 2017, 2016

- Gave a workshop on how to design via the plugin, Kangaroo, which is a live physics engine in Grasshopper, Rhinoceros 3D.
- Taught how to construct MESH to interactive simulation, form-finding, optimization and constraint solving for Geometry.
- Assisted in a robotic 3D-Printing workshop using robotic arm to do 3d printing with clay material.