

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

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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

Languages

English - Full Professional proficiency
Chinese - Native
German - A1

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)

EXPERIENCES /

Motion Graphics Designer

Freelancer | 2020 - Present

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

Strategic Design Consultant - Remote

yun.official | March 2021 - August 2021

- Generated scenarios, created storyboards and conducted competitive audit to identify brand strategy, product development and target customers.
- 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 course.
- 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

Robotic Clay 3D-Printing | 2016

- Collaborated with designer to develop printing tools for robotic clay 3D printing and taught 30 students parametric design.