HUI-YU HO (MAY)

https://ymayho.github.io/Profile/

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Objective

UX-related **internship**, Summer 2019.

Resume & Portfolio

https://ymayho.github.io/Profile/

Skills

- Contextual Inquiry
- Storyboarding
- Wireframing
- Prototyping
- Usability Testing
- Front-end Development

Languages

Mandarin Chinese
● ● ● ● ● Native

English
● ● ● ● ○ Advanced

Taiwanese
● ● ● ● ○ Advanced

Japanese
● ○ ○ ○ ○ Elementary

Awards

Honorable Mention / 2nd Ziwan Cup Information Management Contest (May 2015)

Department of Information Management, NSYSU, Kaohsiung, Taiwan

Develop a web-based smart appliances scheduling system, Appliance Calendar, with 2 teammates.

Education

Rochester Institute of Technology (RIT) (Aug2018 —)
Rochester, New York, USA

Human-computer Interaction — Master of Science (Expected 2020)

National Sun Yat-sen University (NSYSU) (Sep 2012 — Jun 2017)
Kaohsiung, Taiwan

Information Management — Bachelor of Business Administration

Experience

Co-founder / Taiwan Intelligent Home Corp. (Apr 2015 —)
Taipei, Taiwan

- Implemented official website using **ReactJS**, **HTML**, **SCSS** based on given UI design and create new page designs for additional pages that were not in the original plan.
- Wrote smart-home related **articles** for weekly column. Content includes introduction to smart home, IoT, Wi-Fi, cryptography, privacy... etc., and tutorial of connecting smart home devices.

Software Engineer Intern / Titansoft Pte Ltd. (Jul 2016 — Aug2016)
Taipei, Taiwan

- Developed a web-based exam system with other interns using **agile** software development method. Mainly responsible for **UI / UX design** and **front-end** implementation using **HTML**, **SCSS**, **JavaScript** and **jQuery**.

Extracurricular

Online Promoter / Grand English Drama (Nov 2013 – May 2015)
Kaohsiung, Taiwan

- Design and build official websites using **HTML** and **CSS** for Grand English Drama "Kiss Me, Kate" (2014) and "Legally Blonde" (2015).
- Design banner images using **Photoshop** based on materials for websites provided by the director of graphic arts.

Project

SafeZone (2018)
Individual Project

SafeZone project contains a **mobile app** prototype built with Experience Design (**Adobe XD**) and a desktop **web** prototype built with **Sketch**.

Facebook Marketplace Redesign (2018)
Group Project

Facebook Marketplace project contains **contextual inquiry**, building **personas**, and designing Lo-fi (using **InVision Freehand**) and Hi-fi (using **Sketch**) **mobile app prototypes**.