

YU-CHENG CHANG

UX Designer + Technologist

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PORTFOLIO

yuchengchang.com



Projects

Web design

Mobile app

AR / VR

Wearable design

IoT System

Front-end

UX research

SKILLS

UX Design

Persona & Scenario

Information architecture

Interaction design

Wireframing

Visual design

AR / VR design

Prototyping

UX Research

Contextual inquiry

Interview and Survey

Affinity analysis

User journey

Heuristic evaluation

Usability testing

Development

Web Development

Data Visualization

Sensors & Electronic Prototyping

TOOLKIT

Design tools

Sketch / Principle / InVision / Framer

Abstract / Photoshop / Illustrator /

InDesign / Balsamiq

Programing tools

React / JavaScript / jQuery / Python

A-Frame / D3 / HTML5 / CSS3

Git / C / PHP / SQL

EXPERIENCE

AR/VR DESIGN RESEARCH ASSISTANT, University of Michigan, MI Jan 2019 - Present

- Assist in creating new virtual and augmented reality experience in Information Interaction lab.
- Design and prototype the AR/VR interaction for Disney's storytelling application.

UX DESIGNER/ FRONT-END ENGINEER INTERN, Syngenta, IL May 2018 - Aug. 2018

- Designed the web interaction by transforming the user study insights and stakeholders' feedback.
- Conducted iOS mobile app's interaction design for supporting farmer's work and crop spray management.
- Built the design system for Digital Innovation Lab by integrating brand image and design principles.
- Developed the department's website by using React framework.

UX DESIGNER, U-ARK America Inc. Taiwan & Boston Apr. 2016 - Mar. 2017

- Designed the interaction and visual interface for the featured APP, GuessGas, which won two awards at Boston University.
- Conducted design and front-end development for e-commercial website and android app interface.

UX TEAM LEADER, Wistron Corp. Taiwan Sep. 2014 - Aug. 2015

- Set up team's future goals and delegated tasks based on individual talents for outstanding results.
- Established an effective work climate: created a work model of cooperation with external and internal teams and increased the efficiency of communication and execution.
- Developed an innovative model for evaluating UX research and relevant projects performance.

SENIOR UX DESIGNER, Wistron Corp. Taiwan Dec. 2012 - Aug. 2015

- Established the design guideline by transforming the insights from UX research.
- Brainstormed novel ideas to solve problems and collaborated with members of interdisciplinary backgrounds to construct new product strategies.
- Designed the interaction for digital and physical interfaces, including information architecture, wireframe, flow chart, front-end, and visual design.
- Prototyped the designed interfaces for demonstration and evaluated product usability.

FEATURED PROJECTS

Digital Innovation Lab Website - UX Designer / Engineer Jul. 2018 - Aug. 2018

Conducted the UX research, design and development for Lab's website to promote Lab's capability and educate Syngenta stakeholders. Developed the website by using React framework.

PokeMeal - Meal sharing application - UX Designer Sep. 2017 - Dec. 2017

Conceptualized a gamified meal sharing mobile app by exploring user needs. Created digital prototype through iterative design approach.

Music Wrap - UX Designer Aug. 2013 - Jan. 2015

Created a transformative and wearable speaker for outdoor activities through usability study and user-centered design process.

EDUCATION

University of Michigan, USA May 2019

Master of Science in Information, Specialization in Human-Computer Interaction

National Taiwan University of Science and Technology, Taiwan Jun. 2012

Master of Science in Automation and Control, Specialization in Computer Vision

National University of Kaohsiung, Taiwan Jun. 2010

Bachelor of Engineering in Electrical Engineering

HONORS

IF Design Award 2015, Design Excellence - Music Wrap 2015