Zih-Hong Lin

Better design, better experiences.

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Education

National Taiwan University of
Science and Technology
Taipei, TW / Sep 2014 - Jan 2017
MDes in Interaction Design

Skills

Research
Affinity Diagram
Competitor Analysis
Contextual Inquiry
Interviews
Survey

Design
Information Architecture
Persona
Rapid Prototyping
Story Mapping
Storyboarding
Wireframing

Test
A/B Testing
Statistics Testing
Usability Testing

Tools
Adobe CC (PS, IL, ID, FL, DW)
Axure RP
Framer Studio
HTML / CSS / JavaScript
ProtoPie
Sketch

Experience

UI / UX Developer @ Industrial Technology Research Institute
Hsinchu, TW / Feb 2017 - Present (R&D alternativer service)
Took on the position as the lead designer and front-end developer in
the IT Center.
- Refined research findings, pinpointed design requirements and
established development strategies for web application.
- Designed the user flow, wireframe, prototype and GUI of product.
- Developed clean, compatible, high-fidelity front-end interface.
- Collaborated closely with project managers and engineers to iterate
products through efficient development.

UI / UX Designer @ NVIDIA Corporation
Taipei, TW / Jun 2016 - Jan 2017
Worked as the main designer who was responsible for designing
various innovative products.
- Led the plan and execution of user experience research through
methods of user-centered design.
- Refined research findings, pinpointed design requirements and
established development strategies for software products.
- Designed the functional map, UI flow, wireframe, prototype and GUI
of product.

Intern UI Designer @ Trend Micro Inc.
Taipei, TW / Jul 2015 - Sep 2015
Created whole-new mobile experience for the featured products.
- Penetrated into users' needs and problems through competitive
product analysis and in-depth interviews to create whole-new mobile
experience.
- Led the design, research and development teams in brainstorming
product strategies.
- Developed interactive product prototype for design validation and
usability testing.

Publications

7 Conference Papers (UX & HCI related)
For more information: zihhonglin.com