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# **Summary**

I have 4.5 years of experience as a UI/UX designer, and I've worked on various types of projects, spanning mobile apps, websites, and CMS management systems. , I have also designed processes for products 0-1. I excel in using clear and simple design thinking to solve real-world problems and continuously strive to improve my skills.

# **Experience**

#### UX Designer | TEL 25 Digital Telecom Co., Ltd.

**= 2022/06 - 2023/06** 

Taipei

Led design for three telecommunications apps, defined function request, and proposed optimization solutions based on business strategy.

- Lead the end-to-end process of design requests, including interaction design, user experience methodologies, and product thinking.
- Designed eSIM services, the membership growth rate increased by 50% within two months of launch, and revenue increased by 120%.
- Optimizing features, including multiple numbers, automatic plan purchases, and payment methods, resulted in an 80% increase in product revenue over six months.

### UI/UX Designer | Larvata Digital Technology Ltd.

**===** 2018/11 - 2022/03

Taipei

Responsible for various projects such as attendance clock, campus education, restaurant dining, and retail e-commerce. In addition to improving and redesigning interfaces.

- Designed the Flygo App from 0 to 1, with 8,000 enterprise applications.
- Conducting interviews and usability testing to optimize to reach on-time delivery.
- Design and produce design guidelines (for iOS, Android, and RWD).
- Work with stakeholders to identify and clarify use cases, scope, and requirements.

### **Graphic Designer | Concerto Ltd.**

**= 2016/04 - 2018/04** 



- 1. Government Tender (visual design and collateral product design).
- 2. Graphic Design (Corporate Identity System, social media illustrations, business cards, direct mailers, magazines, large-format printing).
- 3. Advertising video production and Film editing.

# Language

Chinese (Mandarin) - Native English - Basic

### **Education**

Dayeh University
Visual Communication Design Bachelor
2009/09 - 2012/06

## **Skills**

- Wireframing
- Usability
- User Flow
- Prototyping
- User Interview
- · Competitive Analysis
- · Interaction Design
- · Design Guideline

### **Tools**

- Figma
- Sketch
- Axure Rp
- Adobe Illustrator
- Abobe Photoshop
- Blender
- CSS / Html