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Faith

GRAPHIC + INTERACTION = USER INTERFACE DESIGN

user interface design is not only about graphic, but interaction. Quick prototyping in design process is the key to know how the user interface MOVES.

DESIGNERS ARE NOT USERS ARE NOT DESIGNERS

according to the golden rule of user-centric design, the usability methodology helps designer to SEE what the user needs, not to THINK.

TECH ♥ ART

technology is the tool to make idea realize. With the knowledge of engineering and design, I know the best way to leverage them together and build great USER EXPERIENCE.

.HTML

with characteristics of flexibility, rich-content, rich-interaction, easy-coding, immediate response and accessibility, HTML platform has been developed as a powerful and joyful PLAYGROUND of new-born ideas.

Experience

LEAD PRODUCT DESIGNER

DIING INC. TAIPEI, JUN. 2016 - PRESENT

Lead product design on mobile and VR/AR applications for education, entertainment, AI, and IoT. Duties on product strategy, user research, interaction design, prototyping, UI design, technical assessment and team leading.

SENIOR PRODUCT DESIGNER

UNIGREEN, TAIPEI, JUN. 2016 - PRESENT

Lead product design on mobile apps for online shopping of agriculture products. Duties on product strategy, user study, interaction design, and prototyping and team leading.

SENIOR USER INTERFACE DESIGNER

MOBIAPPS CORP. TAIPEI, DEC. 2012 - JUL. 2015

User interface design/Flow design for business mobile app, UX define, Usability refinement, Website design & implement.

USER INTERACTION DESIGNER

PILOTFISH, MUNICH, AUG. 2011 - AUG. 2012

Design research, brainstorming, developing of idea, user interface design, graphic design and prototyping

USABILITY ENGINEER

KATDC, TAIPEI, SEP. 2008 - JUN. 2011

Usability lab/testing procedure construction, prototype engineering, contact person between software engineer and graphic designers, usability assessments, UI idealization for home media devices, Design guidelines documentation, Project leading

MECHANICAL ENGINEER

CTCI, TAIPEI, MAR. 2008 - AUG. 2008

Design the static equipment used in chemical plant, such as pressure vessel, tower, tank. Communication with world-wide vendor for technique confirmation and quotation estimation.

Education

M.S., BIOMEDICAL ENGINEERING

NATIONAL YANG-MING UNIVERSITY, TAIPEI, 2005 - 2007

"3D Dynamic Model Construction for Predicting Knee Kinematics - Comparison of native knee and knee arthroplasty", presented on the 21th Congress of International Society of Biomechanics

"Three-dimensional Dynamic Model Construction for Predicting Knee Kinematics - Comparison of Native Knee and Knee Arthroplasty", Masters thesis

B.S., MECHANICAL AND ELECTRO-MECHANICAL ENGINEERING

NATIONAL SUN YAT-SEN UNIVERSITY, KAOHSIUNG, 2001 - 2005

"Man back-supporting system - A best supporting points analysis", presented on the 21th National Conference on Mechanical Engineering of CSME

Skills & Hobby

Computational

Framer JS, Origami, Flash + ActionScript, GitHub

Sketch, Affinity Designer, After Effects, Hype, Maya, Houdini, Blender, Photoshop

HTML/CSS/JavaScript, Sass, JQuery, Jekyll, React Native, Swift, iOS development, Android development, P5.js, Processing, Arduino

User Experience Design

Prototyping engineering, Usability assessment, Web-design

Language

Mandarin, English, German

Hobby

Hockey, Photography, Reading, Coding

Portfolio

der Bestand PaPer - prototype, usability, tech-art, web

<http://paperworkstud.io>

PaPer's life - blog

<http://blog.paperworkstud.io/>

<http://about.me/paperli>