# Chun-Yu (Jimmy) Chang

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UI/UX Designer with three years working experience and a Master's Degree from Northeastern University. Experienced with front-end programming and data visualization. Actively looking for UI/UX related design positions.

#### WORK EXPERIENCE —

### **KKCompany Technologies Inc.**

Taipei, Taiwan

**Product Designer** 

March 2021 - Present

- Directed the UI/UX design of the new desktop app (and web player) and public Beta version to official version
- Strengthened the outcome quality of design center by formulating an audit system and team learning project
- Accelerated the prototyping efficiency by constructing the UI components file for all designers
- Facilitated design sprints and brainstorming sessions to build a vigorous and innovative design process
- Cooperated in the establishment of design system including semantic color system and design system website
- Boosted the website conversion rate (subscribe and download) by redesigning the official website pages

Rain Computing Inc.

Boston, MA

UI/UX Designer
 Defined the target audiences and selling points of the product by conducting UX research approaches

- Implemented the agile UX design method with iterations to build high fidelity prototypes for various devices
- Organized and conducted usability tests for target users and refined the user experience accordingly
- Provided creative solutions for design controversies by identifying the real motivations and needs of the problems
- Standardized the cooperating mechanism with development team to enhance the efficiency and authenticity of UI

## Abilia Achieve USA, LLC (Amelia iPretty)

Boston, MA

Web Designer

February 2020 – April 2020

October 2019 – Present

- Developed the international version for the company's cosmos brand website on an e-commerce platform
- Established the brand value and user-centered experience with strategically arranged information architecture
- Increased the visitors' count by 300% and the conversion rate by 33%

#### **EDUCATION** -

# Northeastern University, College of Professional Studies (GPA: 3.79)

Boston, MA

Master of Professional Studies in Digital Media with the concentration of Interactive Design

September 2019

Tung-Hai University, School of Engineering

Taichung, Taiwan

Bachelor of Engineering in Computer Science with the concentration of **Digital Innovation** 

June 2015

#### SELECTED PROJECTS -

**GuitarPUB Website** 

Boston, MA

Website Design

July 2019 – September 2019

- Clarified the target audiences and their goals, motivations, and pain points by building personas
- Focused on the users' needs and refined the user experience from different preexisting websites
- Built a content structure that fits the audiences' expectation strategically through the wireframing process
- Designed and created the prototype of the user interface and the overall experience with empathetic thinking

#### A Beginner's Wine Guide

Boston, MA

Infographic Design

April 2019 – June 2019

- Designed an infographic that can easily be comprehended by beginners to guide them for wine pairing
- Analyzed the raw data and identified the stories in the data with Tableau to introduce to the audience
- Visualized and illustrated the information with Adobe Suite to make it appealing and comprehensive

# Multiplayer Snake

Boston, MA

Front-end Web Programming

September 2018 – December 2018

- Built a web game from scratch by using front-end languages to understand the possibility of programming
- Expanded the function and engagingness of the original version of Snake by adding multiplayer feature

Design Tools: Figma, Adobe Illustrator, Photoshop, InDesign, XD, Balsamiq, Tableau, WordPress, WIX, Shopify

Programming Languages: Html, CSS, JavaScript

Language: Proficient in English