

SKILL & TOOL SET

Problem-solving, UX engineering, Rapid prototyping, Interaction Design

Design Tool Set

Unity, Maya, Adobe creative suite, Popcorn particle, Sketch

Software Language and Tool Set

C#, C++, Objective C, ADB, Visual Studio IDE, Perforce, Git, Jira, Arduino

Platform

Android, iOS, Windows, Mac, Linux Ubuntu

EDUCATION

Sep. 2012 - May 2014

● **Master of Professional Studies**
New York University, ITP

May 2005 - May 2009

● **Bachelor of Computer Science**
Yuan Ze University

EXPERIENCE

- **Magic Leap**
Fort Lauderdale, FL
Feb. 2017 - now
Senior Interaction Prototyper, UX
 - Delivered technical specs and accomplished OS platform, Uikit functional features.
 - Collaborated with engineers to push UX boundaries on popcorn particle system.
 - Troubleshoot and resolved graphics-related technical issues.
 - Contributed to advancing pipeline processes, standards, and tools.
 - Optimized FBX, popcorn particle and sprite sheet design assets and ensured visual quality.
 - Worked as part of a team in writing internal technical support documents.
 - Built team culture and team vision.
- **Magic Leap**
Fort Lauderdale, FL
Jul. 2016 - Feb. 2017
Interaction Prototyper, UX
 - Prototyped Magic Leap input methods, visual feedback, OS platform and applications.
 - Delivered input technical specs and visual effect documents.
 - Worked closely with user researchers to improve the user experience.
- **Tiggly**
New York City, NY
Feb. 2015 - Jul. 2016
Mobile Application Developer
 - Lead and developed mobile applications and deployed the apps on multiple platforms.
 - Co-worked with outsourcing company to develop the apple watch application.
 - Developed auto-install and display mode tool for the apps to display the devices in Best Buy.
 - Collaborated with Sesame Street company and delivered the pap.
 - Efficiently collaborated with designers and animator to deliver apps with short deadlines.
- **TechartGroup Inc.**
Taipei, Taiwan
Jul. 2009 - Jul. 2011
Interaction Developer
 - Developed interactive programming for museums, exhibitions, and advertisements.
 - Collaborated closely with designers, hardware engineers, producers, and project managers.
 - Contributed interactive storytelling and user-centered design and drove creative direction.
 - Supported the installations build up in German, China, Japan and Taiwan.

ADDITIONAL EXPERIENCE

- Mar. 2016 : **Unity Developer with Looking Glass**
Prototyped apps on 3D personal volumetric display
- Feb. 2016 : **Unity Developer with JIC MediaGroup**
Developed a VR application and a face detection installation
- Apr. 2015 : **Lead Mobile Application Engineer with Yummy**
Developed an iOS native application
- Sep. 2014 : **Unity Performance Engineer with ESI Design**
Contributed debugging on multiplayer games.
- Oct. 2013 : **Unity Mobile Application Developer with Laurie Anderson**
Developed an iOS application on Adobe Flash
- Jul. 2009: **Web Front End Developer with Shong Yang Digital**
Developed web page with PHP and SQL

AWARD

- Chinese Cubes**
 - + 2013 AEP Awards
 - + 2013 IF Design Award
 - + 2013 Red Dot Design Award
 - + 2014 Tillywig Award Winner
- Tiggly Story Maker & Sesame Street Alphabet Kitchen**
 - + 2015 National Parenting Publications Awards
 - + 2015 PAL Award & PAL Top Ten
 - + 2015 Parent's Choice & Family Choice Award
 - + 2015 Academics Choice Award
 - + 2016 Kidscreen Awards