

CHIAYU CHANG



PORTFOLIO

[https://
ataco0000.github.io/
cyc.com/](https://ataco0000.github.io/cyc.com/)

CONTACT

[jenuschangwork@gmail
.com](mailto:jenuschangwork@gmail.com)

EXPERIENCE

Game UX Designer

Oct 2020 - Sep 2022 | IGG Inc., Shanghai & Taipei

Lead UX design in the multiple game projects by creating concept, flow mockups and representing designs to the product team. Implemented UX strategies that reflected user's needs while bridging business goals when driving the design decisions.

Released products : Forts Mobile、 Time Princess

Senior UX Designer

Mar 2017 - Sep 2020 | Net Dragon Inc., Fuzhou & Remote

Delivered designs of diverse digital products, including VR apps for education, Windows kinect games for branding, and mobile/web games.

Created user flows, wireframes, design spec, mock-ups and incorporated them into design decisions, resulting in an significant design creation.

Product Designer

May 2016 - Dec 2016 | Innovative management 360, CA

Collaborated with teammates and other stakeholders to design a self-service kiosk software interface. Created interaction strategies that helped the navigation and flow of the app.

Content Coordinator

Aug 2011 - Sep 2012 | Taishang Resources International Ltd. , Taipei

Conducted interviews and provided content planning for publications and websites.

EDUCATION

M.S, in Information Science

2015 | Indiana university Bloomington

B.A, in Foreign Languages and Literature

2011 | National Sun Yat-Sen University

SKILLS

Game UX | Prototyping | UI Flow Design | User research | Basic Front-End Development | Usability Testing

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EXPERIENCE

遊戲交互設計師

Oct 2020 - Sep 2022 | IGG Inc., Shanghai & Taipei

在遊戲研發團隊中獨立負責UX設計，工作內容涵括概念發想、原型製作以及方案溝通以及後續開發匯報等。擅長以UX的調研維度衡量商業與用戶的平衡作為設計方案與決策。

已發布產品：Forts Mobile、Time Princess

高級UX設計師

Mar 2017 - Sep 2020 | Net Dragon Inc., Fuzhou & Remote

參與VR教育產品、Kinect體感遊戲與其他移動裝置/PC遊戲等專案。主要職責為利用用戶研究、流程設計、原型設計以及建立設計規範，並將其作為設計決策重要參考。後續以市場反饋、商業需求與用戶測試等來持續優化或沈澱作為未來產品開發參考

產品設計師

May 2016 - Dec 2016 | Innovative management 360, CA

與團隊協力設計自助式點餐平台介面，專注於點餐交互流程設計以優化導航與操作流程。

內容規劃專員

Aug 2011 - Sep 2012 | Taishang Resources International Ltd. , Taipei

為客戶網站提供內容規劃與進行相關訪談。

EDUCATION

資訊科學碩士

2015 | Indiana university Bloomington

外國語文學士

2011 | National Sun Yat-Sen University

SKILLS

Game UX | Prototyping | UI Flow Design | User research | Basic Front-End Development | Usability Testing