

WEI-HUNG HSIEH

UX/Product Designer

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portfolio weihunghsieh.com

I'm a competent designer with expertise in HCI + Design, an enthusiastic maker with various prototyping skills, and a great collaborator with years of experience leading interdisciplinary teams as a product manager.

WORK EXPERIENCE

UX Designer

Microsoft (Contract) | Redmond, Washington | Apr 2018 - Present

I work on Azure DevOps, a cloud-based collaboration platform for modern software development teams to take their projects from idea to release.

My responsibilities include UX and UI design for the following areas:

- Analytics services that provide quantitative insights into project status by visualizing data.
- Social features that promote collaboration in Agile project management tools.
- Contribute to the design of UI pattern library and new features.

Senior Product Manager + Product Designer

ASUS | Taipei, Taiwan | 2011-2015

- Led design process of a brand new PC hardware product line "ASUS Commercial Series".
- Designed user interface of ASUS Watchdog Timer app.
- Launched 15+ products, including motherboards for gaming and DIY All-in-One PC.

Research Assistant

Department of Advertising, National Chengchi University | Taipei, Taiwan | 2009

- Designed and operated eye-tracking experiments for *Internet Heavy Users' Usability and Information Processing of Online Shopping Websites*, a National Science Council project.

EDUCATION

Master of Human-Computer Interaction and Design

University of Washington | Seattle, WA | 2016-2017

FEATURED DESIGN PROJECTS

Podium | UX Design, Visual Design, Video Production, Research
Educational web app that helps people become confident public speakers.

Typeface Explorer | Programming (Processing), UX Design, Research
Interactive data visualization for designers who struggle to choose typefaces.

Berserker Glove | 3D Modeling, Electronics Assembly (Arduino), Programming (p5.js)
A customized glove-shaped game controller with built-in sensors for a mini game.

Good Aim | User Flow, Prototyping (Framer Interactive Prototype), Game Design
Augmented reality mobile game that empowers students to positively impact communities.

Master of Arts in Advertising

National Chengchi University | Taipei, Taiwan | 2007-2011

Bachelor of Education, Minor in English

National Chengchi University | Taipei, Taiwan | 2003-2007

SKILLS

Interaction Design
User Interface Design
Visual Design
Rapid Prototyping
Storyboarding
Wireframing
Illustration
Video Storytelling
User Research
Usability Testing

TOOLS

Visual Design

Sketch
Figma
Illustrator
Photoshop
InDesign

Development

HTML
CSS
JavaScript
Processing
p5.js

Prototyping

Framer
InVision
Principle

Video Production

Final Cut Pro
Premiere Pro

Data Analysis

Tableau
SPSS

3D Modeling

Rhinoceros