

Tzu *Yung*. Huang

 [here!](#) |  +886933169206 |  [portfolio](#) |  tzuyung.H@gmail.com

Multidisciplinary industrial designer blending Industrial, UX/UI, and Interaction Design with Electrical Engineering expertise.

- **Award-winning designer** with iF Design Awards (2021, 2022, 2024) and **3+ global patents** in electronic devices (US/TW/CN).
- **4+ years** developing consumer electronics, including wearables, displays, and robotics, with strong skills in form, CMF, DFM, and team collaboration.
- **Skilled in interaction design**, with 2+ years in UI/UX and hands-on experience in HTML/CSS prototyping.
- **Proficient in visual storytelling**, using motion graphics and video production to communicate design intent, with foundational knowledge in Arduino and circuit design.

Skills

Design Skills

Industrial Design:

Concept Development,

Form Development, CMF, DFM

Interaction Design & UI/UX Design

Visual Storytelling:

Motion Graphics, Product Video,

Creative Presentation

Technical Skills

CAD Modeling:

Creo

Rendering & Visualization:

Keyshot • Photoshop • Illustrator

Prototyping:

Arduino (basic) • HTML • CSS

Soft Skills

Presentation

Hardware/Software Co-Design

Cross-functional Collaboration

Leadership & Mentoring

Stakeholder Engagement

Experience

Freelance Designer

03/2024 - Present

- Video Editor: Produced and delivered customized video clips for diverse clients, optimizing content length and impact for digital marketing platforms.
- Partnered with client teams to shape 3D form and CMF direction, providing design solutions aligned with user insights and technical requirements.
- Designed marketing assets such as product packaging and user manuals, combining aesthetics and usability to elevate brand presentation and user experience.
- Collaborated remotely with clients across industries, offering creative consultation and revising deliverables based on feedback to meet strategic goals.

Industrial designer

Compal

02/2019 - 05/2023

Design Strategies

- Identified design and business opportunities by leveraging trend-spotting and user research insights.
- Enhanced concept development by integrating market trends into forward-thinking, user-centered solutions.
- Strengthened brand alignment through innovative material exploration and emerging technologies, leading to strategic partnerships with prestigious brands.

Design Project Execution

- Executed form development through sketching, rendering, CAD modeling, and prototyping
- Presented and prepared materials, including research summaries, user scenarios, and product appearance models
- Created compelling 2D/3D visualizations and leveraged strong graphic, communication, and storytelling skills to communicate and align design vision across teams and departments effectively.

Collaborated Cross-Functionally

- Spearheaded cross-functional collaboration with UI designers, programmers, electrical engineers (EEs), and mechanical engineers (MEs) to develop innovative features and build operational prototypes.
- Possess working knowledge of mechanical design and manufacturing processes to support seamless hardware-software integration alongside experts, achieving an 80% success rate in converting designs into production-ready solutions by applying strong problem-solving skills and in-depth manufacturing knowledge.

Product design lead

ViseeO

09/2018 - 11/2018

- Directed a rapid 2-month app launch with a strong emphasis on UX and GUI refinement, resulting in exceptional functionality and design. Concurrently prepared Version 2.

UX/ UI designer

IBM

06/2016 -05/2018

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Collaborative Team Player

- Contributed significantly to developing groundbreaking features, including O-bank's 2017 launch of virtual banking and virtual face-to-face service.
- Engaged in UX/UI design, testing, coding, and close cross-functional collaboration to support all aspects of product development.

Multi-Platform UX Strategist

- Executed multi-platform design strategies (iOS, Android, Web), achieving rapid user adoption (1,000+ new users in 2 weeks).
- Facilitated user-centered design workshops, fostering a culture of continuous improvement.
- Conceptualized and optimized applications, incorporating user feedback and aligning with business requirements by utilizing diverse UX methods (wireframes, flowcharts, storyboards, mockups, prototypes) to drive product excellence.

Visual Design Excellence

- Leveraged Sketch, Photoshop, and Illustrator to create visually stunning and intuitive user interfaces, enhancing the overall user experience.

Interaction designer

CHIEFWAY

01/2015 - 06/2016

Product Innovation & Leadership

- Explored product adaptability, collaborating cross-functionally to identify opportunities and drive innovation to meet evolving customer needs and market demands.

Trade Show Demonstrations

- Conducted successful product scenario demonstrations at trade shows, effectively showcasing capabilities to key stakeholders.

Visual & UI Design Leadership

- Spearheaded visual and UI design efforts, ensuring a polished and user-friendly interface to enhance the overall user experience.

Motion-Sensing Game Development

- Collaborated seamlessly with engineering teams to ideate, design, and create captivating motion-sensing games using Unity and Microsoft Kinect technology, delivering engaging user experiences.

Education

Master of Engineering - MEng

National Cheng Kung University

2014

- Major in Electrical and Electronics Engineering & Program in Industrial and Product Design