

# SHU TING HUANG

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I am a creative technologist specialised in interaction design - passionate about emerging technology, digital art, and human computer interaction. I have traveled across Asia, America, and Europe gaining insights into diverse cultures, and the way industrial design is practiced in daily activities and among humans.

As a designer, I found the *gaps* between human and artificial intelligence laid wonderful opportunities for exploration and new ideas.

## RESEARCH FOCUS

MACHINE CREATIVITY  
+  
AUGMENTED REALITY

## EDUCATION

Royal College of Art, London, UK  
Distinction  
MA, Innovation Design Engineering, 2015-2017

Imperial College London, London, UK  
Distinction  
MSc, Innovation Design Engineering, 2015-2017

Shih Chien University, Taipei, Taiwan  
Dean's List 2009, 2010, 2011  
BA, Industrial Design, 2009-2014

Köln International School of Design, Cologne  
University of Applied Sciences, Cologne, Germany  
Exchange student program, Integrated Design,  
2012-2013

## WORK EXPERIENCES

April 2017 - present

Interaction Designer, Emotech Ltd.; London, UK

Human-centred design is the key to give Emotech's products spirit. As an interaction designer, I am responsible for envisioning and executing the interaction between people and robot in the future home scenario, assessing product requirements (costs, manufacturing feasibility and market requirements, etc.); doing complex tasks related to artificial intelligence and collaborating with our machine learning scientists, researchers and developers; gaining experience working with a multi-disciplinary team.

July - August 2016

Design Thinker, Satellite Applications Catapult; Oxfordshire, UK

An 8-week internship working in the design team to understand users and social impact of space technology. This is part of the Space Placements in INdustry (SPIN) scheme, which is managed by the Institute for Environmental Analytics at the University of Reading and supported by the Satellite Applications Catapult and the UK Space Agency.

April 2014 - July 2015

Designer, Lumosa Therapeutics co. Ltd.; Taipei, Taiwan

Commissioned by the company as a contract designer to design its IPO presentation materials, including understanding and visualising the company's value proposition, as well as its products (long-acting analgesic injection and small molecule for the acute ischemic stroke treatment).

September 2014 - March 2015

Imagineer, Migo TV; Taipei, Taiwan

Hired as a UX designer by Migo. I organised compatible structures of a project by field research (shadowing and interviewing potential users in Manila, the Philippines), defining user journey map, narrating user stories and conducting usability tests (e.g. A/B testing). Migo is a consumer-focused innovation company focusing on emerging markets, where transformative innovation in entertainment is lacking.

May - July 2014

UI Designer, Taipei Digital Art Centre; Taipei, Taiwan

Worked in the project "Experimental Program of Visual Guiding System" as a UI designer with Taipei Digital Art Centre, Smart Network System Institute of the Institute for Information Industry, ChipSiP Technology Co. and Kupo Co., Ltd.

## OTHER EXPERIENCES



Attending Fab10 Barcelona and Fab11 Boston (MIT) as a member of FabLab Dynamic, Taipei, Taiwan.

Participated in btk International Summer School Design, Art and Cultural workshop- Filmmaking in Berlin. I learned documentary filmmaking and made three experimental videos during the summer school. It was instructed by Anna Marziano and Armin Dierolf.

Participated in an international workshop - Social Design, hosted by "Fablab annual meeting in Taiwan - Open Fab City" and instructed by Anna Waldman-Brown.

## SKILLS

### Software

Adobe Illustrator



Adobe Photoshop



Adobe After Effects



Adobe XD



Sketch



Final Cut Pro



Autodesk Alias



Keyshot



Cinema 4D



Unity



### Coding

Command-line



Python



HTML/CSS



Javascript



Tensorflow



### Personal

Communication



Self-initiative



Project Management



### UX

Wireframe



Interactive Prototype



UX Research



User Journey Map



Persona



Usability Test



User Story



### Analog Fabrication

Wood Workshop



Metal Lathe



Moulding



Soldering



### Digital Fabrication

3D Printing



Laser Cutting



CNC Milling



### Language

Traditional Chinese



English



Japanese

