

SHU TING HUANG

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London-based UX Designer and Product Owner.

I specialised in integrated design which considering both hardware and software aspects in products. I dedicate my design to making emerging technology safe and accessible to everyone. My commercial achievements include designing companion apps for IoT products and improving data privacy in a startup.

I have lived and traveled across the UK, Taiwan, and Germany gaining insights into diverse cultures, and the way user experience design is practiced in daily activities and among humans.

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

November 2018 - present

UX Designer, Kano Computing; London, UK

I am on the mission of demystifying technologies for young generations by building a software teaching block-based visual programming language and creativity. I conduct user research and ensure Kano provides the best learning, making and playing experience to children aged 6-12.

April 2017 - October 2018

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.

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, instructed by Anna Marziano and Armin Dierolf. I learned documentary filmmaking and made three experimental videos from conceiving to final editing.

Participated in Ladies That UX London Meetup sharing my knowledge about user experience design best practices for children under 12.

TALKS



December 2018

Shape of Things: Innovations in Social Technology

A full-day symposium exploring how new technologies will shape our society, including the shape of the home, of the family and even the self. I gave a talk about robot interaction design and how how our senses and emotions will define these relationships.

June 2019

Birmingham Design Festival

Representing Kano, I gave a talk with the lead industrial designer, Bruno Schillinger, about re-imaging technology for the future generation.