

Ching-Min Tseng, M.S.

UX Product Leader with 7 Years of Experience

Creative, bilingual UX Designer with a strong background in UX research, prototype development, and elevating UX maturity. Skilled in leading projects that enhance user interaction and drive business outcomes, demonstrating effective collaboration and process improvement.

EXPERIENCE

INOVA8.ai, Indianapolis, IN

UX/UI Designer

August 2022 – May 2024

- Led the design of a hybrid human-AI teaching system, aligning objectives with researchers and industry leaders to enhance user experience and facilitate intuitive interactions.
- Supported the product development lifecycle through wireframing, high-fidelity prototyping, and continuous UX optimization to meet project goals.
- Conducted comprehensive field research, including in-depth user interviews and usability testing, to gather insights that directly inform design decisions and improve user satisfaction.
- Enhanced industry thought leadership by presenting project outcomes and innovations at significant events, including the World AI Cannes Festival 2023, Future Technologies Conference 2023, and AACE EdMedia + Innovative Learning Conference 2023.

Ansys, Indianapolis, IN

UX Designer Intern

August 2023 – April 2024

- Spearheaded the expansion of the Ansys Design Language component library by 270%, enhancing design consistency across platforms.
- Initiated and established documentation guidelines across 29 chapters to standardize design kit deliverables and unify design methodology.
- Conducted a comprehensive color study, analyzing and integrating over 30 new color shades to improve visual accessibility and user experience.
- Authored detailed UI specifications for the Blazor Web Toolkit, ensuring precise communication and alignment with the development team.
- Proactively monitored UX design trends and competitors' products to inform and strengthen product strategy.

QNAP System, New Taipei, Taiwan

UI Designer

June 2019 – June 2022

- Redesigned the UI and interactions for the control panel, reducing task errors by 30% and modernizing the graphic user interface.
- Developed and launched a streamlined design system and Sketch Library,

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SKILLS

- User Experience (UX) Design
- User Interface (UI) Design
- Graphic Design
- Design Systems
- Project Management
- Wireframing & Prototyping
- Usability Testing
- UX Research
- Cross-Functional Collaboration

EDUCATION

Indiana University Purdue University Indianapolis

Master of Science in
Human-Computer
Interaction

May 2024

Indianapolis, IN

Extracurricular Activities:

Graduate Student
Ambassador, President of
Taiwanese Students
Association

Shih Chien University

Bachelor of Arts in Industrial
Design

Taipei, Taiwan

cutting the UI update process time for 150+ applications, benefiting an 18-member design team.

- End-to-end design of 'QuFirewall,' an application that simplified security management, from wireframing to final visual style and prototyping.

Leadtek Research, New Taipei, Taiwan

UI Designer

May 2018 - June 2019

- Enhanced cross-functional collaboration by 20% through the strategic implementation of Figma, optimizing project delivery timelines.
- Led the user-centric design of interfaces for IoT medical devices, focusing on seamless patient experiences and data-driven decision-making.
- Developed and implemented a comprehensive UI component kit tailored for enterprise software applications.

Uniwill Technology, Taipei, Taiwan

UI/UX Designer

January 2017 - May 2018

- Enhanced user satisfaction by innovating UX designs for a variety of products for a leading China-based computer brand, showcasing exceptional collaborative and problem-solving skills.
- Collected, documented, and analyzed feedback from cross-functional stakeholders to spearhead the development of a user-centric computer customization platform for a China-based computer brand, ensuring tailored and effective solutions.

Additional Information

- **Languages:** Mandarin Chinese (Native), English (Fluent)
- **Technical Proficiencies:** Figma, Sketch, Adobe Creative Suite, Miro, Jira, Zeplin, Procreate, Microsoft Office
- **Interests:** Baking, coffee, powerlifting, being a cat mom

Awards and Honors

- Published Research Paper: "FazBoard: An AI-Educational Hybrid Teaching and Learning System", Future Technologies Conference, Nov 2023
- Project Exhibit: "The Easy Cooker and the Bubble", Young Designers' Exhibition, Taiwan, May 2015
- Merit Award, Designer Venture Challenge, Taiwan, May 2015