

Wei-Ting Kuo

UX / UI Designer

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Working Experience

UX / UI Intern

Universal Processing, NY

Summer. 2017

Developed a POS app for salon merchants to manage the business easier, which also collect datas in order to analyze them and give advice to user to improve their business.

- Design the UX flow and wireframes.
- Design the UI and visual layouts.
- Prototype the product.

Partner / Product Designer

Candy House. Co., CA

May 2014 - May 2015

Collaborated with company founder on all aspects of launching a tech startup, including mechanical design, industrial design, UX/UI design, Branding, management, production and fundraising.

- Managed IoT project "Sesame" and raised \$1.5 million on kickstarter.
- Designed physical products of the project- Sesame & wifi clip.
- Designed the app of "Sesame"- UX flow, wireframe and the first version UI.
- Participated mechanism invention, iterated product.(Patent acquired)
- Design the branding, design system, project strategies of Candy House. Co.

Industrial Designer

HCG Co., Ltd., Taiwan

May 2013 - Aug. 2014

Collaborated with the engineering team as the sole industrial designer to design the sanitary wear products, and manage the projects.

- Designed leadless faucet, disable aids for bathroom.
- Upgraded faucet components, water inflow/ outflow mechanism.
- Redesigned posters, ads, packages for in-market products.
- Co-owned patents of KF6233 kitchen faucet, bathroom baby seat.

Visual Design Freelance

2012 - 2014

- Designed shop signboard, business card, menu, package for Winner Bun.
- Designed branding, Logo, design guideline, Business card for ELSA tech Co., Ltd.
- Redesigned branding, Logo, design guideline for Fung Chang Industrial Co., Ltd.

Education

School of Visual Arts

MFA, Interaction Design,
New York, 2018

National Kaohsiung Normal University

B.Des, Industrial Design,
Taiwan, 2011

Softwares

Visual

Sketch, Illustrator, Photoshop, Coreldraw

Product

AutoCAD, ProE, Solidworks, C4D, Keyshot

Prototype

InVision, Principle, Premiere, AfterEffect

Skills

Visual

Sketches, Painting, Visualizing

User Experience

Wireframing, Storytelling, Problem Solving, Defining Persona, User Jouney, Prototyping