

# Huei-En Yang (Enya)

## UI/UX Designer

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### Work Experience

For detailed experience, please refer to my [LinkedIn](#).

#### **Central Weather Administration | UI/UX Designer (Project-based)** Taipei, Taiwan | Hybrid | Feb 2025 – Nov 2025

- Led a full modernization of a decades-old internal RTD (Real-Time Data) earthquake alert system by revamping the interface, restructuring the information architecture and significantly enhancing the readability of monitoring data and web content.
- Established a design system and standardized interfaces and development workflows, leveraging AI-assisted tools to accelerate design iterations, enhance consistency, and reduce long-term maintenance costs.
- Collaborated with meteorology, engineering, and data teams to translate complex data into clear, user-centered interface solutions. Successfully build a new functional, data-visualized page “Aftershock Statistics and Event Status”.
- Used Git/GitHub for version control, design spec updates, and iterative collaboration to keep interface changes aligned with development work.

#### **Zstar Education (Startup) | UI/UX Designer (Project-based)** Auckland, New Zealand | Remote | Sep 2024 – Dec 2024

- Built and maintained a design system integrated into the Classcipe educational platform, creating new UI flows, mockups, and prototypes, enabling the development team to deliver features 4x faster (from 1 month to 1 week) to improve cross-team design and development efficiency.
- Optimized and formalized internal design processes, leading the MVP platform’s interface redesign to strengthen operational workflows and enhance user efficiency.
- Collaborated with a multinational development team, managing requirement communication, specification alignment, and cross-timezone coordination for the Classcipe product.
- Used Git/GitHub for version control, design spec updates, and iterative collaboration to ensure interface changes and development progress remained aligned.

#### **dotbrand design (Startup) | UX/UI Designer (Full-time)** Taipei, Taiwan | Hybrid | Oct 2023 – Apr 2024

- Built and maintained a design system while standardizing interfaces and development workflows, responsible for planning information architecture, multilingual interfaces, wireframes, and prototypes to strengthen content consistency and user efficiency.
- Conducted user research (interviews and usability testing) and collaborated with the Korean design team to define product direction, interaction patterns, and functional requirements.
- Contributed to shaping product strategy and pricing, supporting the establishment of clear market positioning and core product value.

#### **UXY design | UX Teaching Assistant Lead (Part-time)** Taipei, Taiwan | Remote | Feb 2023 – Dec 2023

- Conducted UX practical course instruction, lectures, and curriculum structure planning.
- Established operational guidelines, teaching workflows, and feedback mechanisms to elevate overall teaching quality.
- Guided 33 students through a 12-week UX training program, achieving a 95% attendance rate and satisfaction score.
- Managed a team of three teaching assistants to ensure a consistent and high-quality learning experience.

#### **Self-employed | Visual Designer, UI Designer (Project-based)** Taipei, Taiwan | Remote | May 2020 – Oct 2023

Collaborated with companies including Business Next Media Corp., Global Views-Commonwealth Publishing Group, Cathay Life Insurance, Family Education Center, CMoney Corp., and LINE TV.

#### **ETS Taiwan | Graphic Designer (Full-time)** Taipei, Taiwan | On-site | Jul 2013 – May 2020

Responsible for planning and maintaining the company's brand image (publications, books, promotional materials, illustrations, and event design), overseeing the visual strategy for all English testing products, including the Taiwan brand positioning for the newly acquired TOEFL Primary. Led a team of 5 newcomers to establish operational processes, organized over 30 events, and served as the ETS TOEIC exam site supervisor, responsible for pre-exam training and handling emergencies.

## Skills

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### • Interface Design

- Interface design, user flows, wireframes, prototyping
- Design systems (Figma), responsive web & mobile UI
- Visual design, illustration, print design (Photoshop / Illustrator / InDesign)

### • User Research & Product Insights

- User interviews, usability testing, persona analysis
- Problem discovery, journey mapping, competitor analysis

### • Collaboration & Development Workflow

- Cross-functional collaboration with engineering, data, and product teams
- Specification writing, requirement alignment, handoff practices
- Familiar with Git/GitHub, iterative development workflows, design spec updates
- Experience using Cursor and Claude AI for code collaboration & debugging

### • Tools & Technologies

- Figma, Adobe Creative Suite • Git/GitHub • Expo, React Native, React • Xcode, iOS fundamentals, Android fundamentals
- Firebase, Vercel, Zeabur • Basic front-end understanding (HTML/CSS)

## Education Background

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Bachelor's in Department of Industrial and Commercial Design,  
Asia Eastern University of Science and Technology  
2009-2013

## Certifications

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AWS Certified AI Practitioner (AIF-C01)

Related Articles:

→ [How I Prepared for the AWS AI Practitioner \(AIF-C01\) Exam in Two Weeks](#)

## Volunteer Experience

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### Agile Girls | Visual Designer & Speaker

Taipei, Taiwan | Feb 2025 – Present

- Designed the 2025 annual event key visual and overall visual style to strengthen brand identity and consistency.
- Organized monthly community meetups to promote Agile mindsets and practices, increasing community engagement.
- Served as a keynote speaker, sharing design workflows and hands-on experience to support cross-disciplinary collaboration.

Related Articles:

→ [Speaker: A Design Journey Starting from One Sentence: Using AI as a Co-Creator of Inspiration](#)

→ [Organizer: Six Thinking Hats x Usability Principles — A Brain Training Workshop to Break Through Creative Blocks](#)

### Agile Community Taiwan | Visual Designer & UIUX Designer

Taipei, Taiwan | Jun 2025 – Aug 2025

- Led the visual direction for the 2025 Agile Awards Taiwan, covering branding, promotional materials, and UX design for the [themed psychological quiz website](#).

## Personal Projects

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### PawTimer — iOS App

[Download](#) 

A minimalist dog-themed habit timer built with Expo React Native, responsible for the full product lifecycle including UI/UX design, interaction flows, timer logic, state management, and local data storage, as well as the complete App Store submission process—covering TestFlight testing, metadata preparation, compliance checks, and App Review adjustments. Successfully launched on the App Store.

Related Articles:

→ [Building PawTimer: From Concept Sketches to a Fully Launched iOS App](#)

→ [Collaborative Coding with AI: Debugging and Learning Beyond Automation](#)

→ [Deploying PawTimer: Using Expo EAS to Build, Submit, and Launch on the App Store](#)

### ReCap.ai — Web-based Screenshot-to-Actions Assistant (SaaS)

[Try It](#) 

A productivity tool that uses the OpenAI Vision API to convert webpage screenshots into actionable insights. I independently handled the full design and development process, covering UI/UX, front-end implementation, API and database integration, workflow planning, and cloud deployment. The system supports screenshot uploads, automated analysis, and provides recommendations to improve productivity.