

# Ruby Chen

TING - JU

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## // EDUCATION //

May, 14' **California Institute of the Arts**  
Art and Technology, MFA

June, 11' **National Taiwan University**  
Computer Science and Information  
Engineering, BS

## // EXPERIENCE //

July, 14' – Present  
San Francisco, USA **Viscira, LLC.**  
*Interaction Designer*  
Provided user experience design and created interactive experience by making wireframes, user flows, and video prototypes of websites and mobile apps, specifically pertained to the life science industry.

June – August, 13'  
New York City, USA **Discovery Communication**  
*Design Intern*  
Worked with mobile and web design teams and focused on user interactions, wireframes, mock-ups for mobile apps and web. Collaborated with the multidisciplinary intern group to produce a comprehensive marketing plan for the Investigation Discovery channel.

July, 12'  
Taipei, Taiwan **OpenHCI Workshop**  
*Instructor*  
Led a team of students in psychology, design and computer science to develop a human-computer interaction project from brainstorming, design to high fidelity prototype.

July, 11' – August, 12'  
Taipei, Taiwan **Computer-aided Engineering Group**  
**Department of Civil Engineering, NTU**  
*Research Assistant*  
Development and UI design of mobile device applications (Android and iOS) for disaster prevention information service. Concept development and prototypes for water information interactive digital games.

## // ACTIVITIES //

President of Computer Science Camp  
Player of CSIE Girls Basketball Team  
Soprano of Chinyun Chorus  
Lifeguard of NTU Lifeguard  
Tutor of high school math and physics

## // PROFICIENCY //

### Knowledge

Interaction design, human-centered design, mobile UI design, prototyping, sketching, watercolor, stop motion animation

### Programming

Arduino, Processing, Actionscript 3.0, HTML, PHP, CSS, javascript, C, Java, Android, iOS, Python

### Software

Adobe Photoshop, Illustrator, Flash, Premiere, After Effect, Unity3D, Quartz Composer, Tilemill, Resolume Arena, Omnigraffle

### Languages

English, Mandarin Chinese

## // CREATIVE PROJECTS //

Feb, 14'  
California, USA **A Heavy Present**  
*Mechanical installations, art exhibition*  
Media: Wood, Metal, Motor, iPod touch, Experiential design

A Heavy Present was my thesis exhibition about the educational environment in Taiwan and the effect on mother-daughter relationships. I built several mechanical installations and designed the entire viewing environment by considering the visual, spacial, sonic experience and even the food for the opening reception.

May, 13'  
California, USA **Shall We Dance**  
*Interactive installation*  
Media: Xbox Kinect, OpenFrameworks  
Shall We Dance was an interactive projection of a dancer's shadow, which only continued dancing while audience imitated the dancer's gesture. Through the process, we found more possibility of interaction and communication through our bodies, just like dancing.

December, 12'  
California, USA **Chip-quencer**  
*Interactive installation*  
Media: Arduino, Photocell  
Chip-quencer was a light-triggered rhythm sequencer, aiming at engaging audience's body movement with the pleasure of sound.

July, 11'  
Taipei, Taiwan **MusicQ**  
*Interaction design prototype*  
Media: Arduino, Photocell, LED, User testing  
By redesigning the cart handle into a music keyboard, we transformed the experience of waiting in lines for cashier from tiresome annoyance into delightful anticipation.

June, 11'  
Taipei, Taiwan **AIYA (Audio Image for Young Artists)**  
*iPad app*  
Media: UI design, User testing  
AIYA was a drawing tool that records user's drawing process and voice at the same time, which enables kids and their parents to share and store the process of developing creative storytelling and imagination.