

# 張皓程 Rory Chang

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## Skills & Methods

User Research  
Personas  
Storyboarding  
Graphic Design  
Prototyping(low/high)  
Wireframing  
Usability Testing  
Data Analysis

## Tools

Photoshop  
Illustrator  
Affinity Designer  
Dreamweaver  
After Effects  
Adobe XD  
Marvel  
Zeplin  
HTML5  
CSS3/SCSS  
Bootstrap4  
SPSS  
Pen & Paper

## Programming

C  
C#  
Javascript  
PHP

## Language

Mandarin (Native)  
English (Fluent)  
Spanish (Basic)

## Education

**National Sun Yat-sen University**  
*M.B.A., Information Management*

2015.9 - 2017.8

**National Chung Hsing University**  
*B.B.A., Management Information Systems*

2011.9 - 2015.6

## Experience

**Contract UX / UI Designer**

2018.11 - now

*International Cooperation and Development Fund (ICDF)*

Lead the design for Belize City Tour, a mobile tourism app under the Belize City House of Culture and Downtown Rejuvenation Project, to improve the travel quality and attraction exposure. Created personas and storyboards to define user requirements, designed the interface by using Affinity Designer and Illustrator, built multiple devices' prototypes by using Adobe XD, and conducted usability tests.

**Project Assistant**

2017.9 - 2018.9

*International Cooperation and Development Fund (ICDF)*

Served as project assistant of the Information and Communication Technology Project in Belize, Central America. Introduced the government, e-licenses and permits systems, implemented system trainings and data analysis.

Developed and launched the first bus app in Belize, conducted user interviews, designed user interface and prototype by using Illustrator, Photoshop and Zeplin. The application was highly praised and immediately adopted by the Department of Transport Belize .

**M.B.A. in Management Information Systems, NSYSU**

2015.9 - 2017.8

Designed and developed wearable, motion-based and augmented reality learning strategies and programs.

Thesis "The effects of real-time anxiety-adaptive prompting strategies on English communication outcomes" is to develop an AR English learning system written in C#, built an Arduino wearable device to receive users' body information and estimated emotional state, provided different supports based on their anxiety level in real time. The system reduced the users' anxiety and improved learning performance. The system was fully implemented by using Agile software development cycle.

### Academic publication:

**Yet Another Objective Approach for Measuring Cognitive Load Using EEG-Based Workload**

*IEEE 16th International Conference on Advanced Learning Technologies (ICALT2016)*

**Examining the Relationships between Foreign Language Anxiety and Attention during Conversation Tasks**

*In Innovations in Smart Learning (pp. 1-11). Springer Singapore (2017).*

**B.B.A. in Management Information Systems, NCHU**

2011.9 - 2015.6

Developed an augmented reality e-learning mobile application for programming languages learning (2nd place in the graduation exhibition).

## Other Achievements

Adobe Certified Associate : Photoshop, Dreamweaver, Flash

Designed the new diplomatic identity cards for The Ministry of Foreign Affairs of Belize

Designed the driving license for the Department of Transport Belize

General Coordinator of the Kaohsiung Christmas charitable event - "我的聖誕時代·冬至送暖"