

Benjamin Shih

Product Designer, Based in Taipei & Stockholm.

Work Experience

Lead Designer & Engineer / OrganAi AB

Part-Time, Jun 2020 - Present, Remote (Swedish Company)

- Led a team of 2 engineers, and 3 external engineers to develop an AI scheduling app for business people with Flutter.
- Established the design and development system for OrganAi.
- Designed and developed a MVP with InVision and Xcode.

User Researcher / Research Institute of Sweden

Full-Time, Jan 2020 - Jun 2020, Stockholm, Sweden

- Conducted surveys, interviews, and two rounds of formal usability testings to analyse user behaviour when using an AI scheduling app.
- Designed and iterated UI mockups with design consultants.

Product Designer / Sing Along App

Part-Time, Sep 2019 - Jan 2020, Stockholm, Sweden

- Worked with CEO and product lead to brainstorm product features and define product design strategy.
- Conducted survey, interview, and observation to build personas.
- Redesigned the app based on researches.

Quantitative User Researcher / Junyi Academy

Part-Time, May 2018 - Sep 2019, Remote

- Assisted the product team to identify user flow/behaviour by implementing k-means algorithms to categorize user data.
- Worked with UX Designer to generate a big overview of user behaviour from quantitative + qualitative perspective.

Product Designer / Junyi Academy

Full-Time, Jun 2016 - Sep 2017, Taipei, Taiwan

- Conducted interviews, observations, usability testings and tree testings to improve the usability of Junyi's website.

Self Designed+Developed Apps

[Visit my AppStore](#) 

Journey of Enschede - AR Tour Guide App

Awarded €10.000 by the government of the Netherlands to develop an AR app for a historical cemetery.

Half Half - An App for Couples

An app for couples to track the growth of their relationship.

Foodylife App - A Food Tracking App

An app that helps users to track their diet. 50k+ downloads to date. Ranked top 100 in 32 Countries.



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Profile

Being a designer with a background in computer science, I weaved together strong design capabilities with technical know-how and can help you transform ideas into tangible products with comprehensive experiences.

I am a user-centric and value-focused profile working for happier users and healthier businesses.

Education

KTH Royal Institute of Technology

2019-2020, Sweden

MSc Human Computer Interaction Design,
Minor in Business Innovation

University of Twente

2018-2019, Netherlands

MSc Human Computer Interaction Design

Queen Mary University of London

2015-2018, United Kingdom

BSc Computer Science and Multimedia

Skills

UX Design

User Research / Survey, Observation, Interview
Discovering / Persona, User Journey, Empathy Map
Prototyping / App Design, Web Design, AR/VR Design
Testing / Usability Testing, A/B Testing, WizardOfOz

Software Development / Data Science

Data Manipulation / Python, Matlab, R, BigQuery
Data Visualisation / Tableau, Python
Data Mining / Scikit and Weka
Development / Swift, Java, C#, HTML/CSS, React

Tools

Balsamic, Sketch, Framer, Zeplin, Android Studio, Unity,
XCode, Google Analytics, Tableau, Weka, Big Query,
After Effect, Github, Docker, Jenkins, WebFlow