

Yuan Hou

 Australia

 [k619tw.github.io/yuanhhou](https://github.com/k619tw)

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Skills

UI / UX Design

Web Design

Front-End Development

3D Modelling & Animation

Video/Photo Editing

Interactive Prototype

Visual Effects Design

Motion Graphics

HCI Research

Experienced Tools

Adobe After Effects

Adobe Illustrator

Adobe Premiere Pro

Adobe Photoshop

Blender

Bootstrap

Figma

Github

Protopie

Miro

Unity

Visual Studio Code

Webflow

Education

The University of Queensland

Master of Interaction Design

Brisbane, Australia

Feb 2020 - Nov 2021

RMIT University

Bachelor of Design (Digital Media)

Melbourne, Australia

Feb 2019 - Nov 2019

Shih-Chien University

Bachelor of Business Administration

Taipei, Taiwan

Sep 2014 - Jun 2018

Work Experience

Design System Designer at Bupa

May 2023 - Present

Brisbane, Australia

As part of the Design System team, I help build, enhance, and optimise digital components that support digital delivery of customer-facing web and app experiences across Bupa APAC.

Job Responsibilities

- Ensure a cohesive and consistent digital experience across design system patterns and components
- Define and document usability and accessibility standards, and ensure best practice are considered and applied throughout the design process
- Work closely with front-end development colleagues throughout the design and development process. translate design solutions into code implementation and ensure optimal simplicity, performance, and quality
- Leverage analytics and qualitative insights to help improve performance and customer outcomes delivered via the design system

Product Designer - Design Systems at Compare the Market

July 2022 - May 2023

Brisbane, Australia

I led the design system efforts at Compare the Market, starting from scratch and turning it into an ongoing project. The system's components have been implemented in both the Compare the Market website and the Pet Insurance product. Going forward, this design system is and will be a key initiative for all of Compare the Market products across the entire business.

Job Responsibilities

- Establish design system that encapsulates the brand's visual identity, including typography, colour palette, iconography, and design principles
- Follow UX / UI best practices (such as Apple HIG, Google Material Design, WCAG) to ensure components are always of the highest quality.
- Collaborated with cross-functional teams to ensure the design system is well-integrated into the development process, resulting in faster product iterations, increased scalability, and reduced design debt.
- Support usability testing to test and validate the ideas and concepts before finalising and implementing.

eLearning Designer/Developer at etrainu

Nov 2021 - Jun 2022

Brisbane, Australia

etrainu is an eLearning organisation delivering online training and business solution through the centralised Learning Management System (LMS) for over 1000 clients. Throughout this seven-month journey, I used Chameleon, Articulate 360, Visual Studio Code, as well as Adobe suite to make sure the learning modules are met the required accessibility standard.

Job Responsibilities

- Developed dynamic user experiences across devices (Website, mobile, tablet)
- Created and program designs to maximise interactivity
- Designed and developed marketing and promotional materials
- Troubleshoot HTML code in new and developed modules

UI/UX Developer at Studio Hyphen IO

Jul 2021 - Oct 2021

Brisbane, Australia

Studio Hyphen IO is a digital agency that offers a range of services from web development to UI/UX design. During the time I work at Hyphen, I have used Wordpress, Bootstrap, PHP, Figma to produce the works, starting from design phase to the final development stage.

Job Responsibilities

- Supported delivery of optimal UX, UI and front-end development across digital platforms
- Improved visual design of all digital assets across devices (website, mobile, tablets)
- Scratched the EDM design from Figma and tested the EDM I developed on Mailchimp.