

Ying-Shiuan (Mira) Chen

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WORK EXPERIENCE

Research Intern / [DisneyResearch](#) | [Studios](#)

A lab advancing visual computing, AI, and filmmaking technologies.

Zürich, Switzerland | Feb 2025 - Aug 2025

- Designed and built an AI-assisted knowledge exploration system using Python-based LLM/RAG pipelines and semantic relationship modeling, generating structured knowledge graphs from unstructured text and enabling human-in-the-loop interaction through graph-based interfaces (Cytoscape.js).
- Owned end-to-end design and development of an interactive data visualization system for The Walt Disney Studios using Vue.js and TypeScript, from user research through production deployment. The system achieved a 30% increase in user engagement through iterative feedback-driven refinement.

Development Intern / [Sensoryx](#)

A Swiss startup specializing in motion tracking for VR/AR.

Zürich, Switzerland | Aug 2024 - Dec 2024

- Developed 3 XR prototypes in Unity using XR Interaction Toolkit and Oculus XR Plugin, implementing 3D object manipulation, spatial painting, and hand tracking for real-time interaction systems.
- Optimized VR stylus-based interaction systems through engineering collaboration, improving tracking responsiveness and precision for complex 3D spatial interactions and enhancing user experience in immersive environments.

Product Designer and Developer / [insdash](#)

Independent web development and interaction design practice.

Remote, Switzerland, Taiwan | Jan 2022 - July 2024

- Collaborated with 6+ clients across hospitality, education, and e-commerce to design and develop interactive digital systems and prototypes, translating user requirements into scalable interfaces and interaction flows using modern JavaScript frameworks.
- Built reusable interface systems and motion interaction prototypes to streamline product development and enhance user engagement across digital and spatial experiences.
- Client highlight:** Created 3D product animations for Thömus AG, producing high-fidelity motion visuals reaching 10K+ views (5x above average) and boosting product page engagement.

PREVIOUS EXPERIENCE

Product Design Manager / [Yun.official](#)

Fashion startup transitioning from handcrafted to digital e-commerce.

Taipei, Taiwan | Mar 2021 - Aug 2021

- Optimized e-commerce UX and secured manufacturing partnerships, driving a 35% increase in orders in the first post-launch season.

Research and Teaching Assistant / [Tamkang University](#)

New Taipei City, Taiwan | Sep 2017 - Sep 2018

- Developed and led computational design and robotic fabrication workflows integrating Grasshopper 3D and robotic arm programming, delivering on-site fabrication systems for a large-scale architectural project.
- Trained and mentored 50+ students across 3 workshops in computational design and robotics, focusing on applied fabrication workflows.

SKILLS & TOOLS

Backend & AI

Python, C#, Node.js, ChromaDB, SQL, FastAPI, RAG Systems, Large Language Models (LLMs), Docker, Docker Compose, Git/GitHub/GitLab

Frontend & Data Visualization

JavaScript, TypeScript, Vue.js, HTML5/CSS3, Tailwind CSS, Bootstrap, jQuery, Cytoscape.js, Interactive Data Visualization

Spatial Computing

Unity 3D, XR Interaction Toolkit, Oculus XR Plugin, C#, Blender 3D, Cinema 4D, Rhinoceros 3D & Grasshopper

Digital & Robotic Fabrication

3D-Printing, Laser Cutting, CNC Milling, Digital Cutter, Plasma Cutting, Vacuum Forming, KUKA, ABB, UR10/UR5

Design & Prototyping

Figma, Miro, Adobe Creative Suite

Languages

English (Fluent)
Chinese (Native)
German (B1-B2)
Japanese (A1)

EDUCATION

ETH Zürich

Switzerland, Sep 2018 - Sep 2019

Master of Advanced Studies

Architecture and Digital Fabrication

GPA 5.25 / 6

Tamkang University

Taiwan, Sep 2012 - Sep 2017

Bachelor of Architecture

GPA 3.430 / 4

CERTIFICATE

Google UX Design Certificate

Coursera, [Issued 2021](#)