

# Ying-Shiuan (Kaity) Chen

## Interaction Designer and Developer

[yingshiuan.github.io/yshiuan/](https://yingshiuan.github.io/yshiuan/) | [ohis.yingshiuan@gmail.com](mailto:ohis.yingshiuan@gmail.com) | [LinkedIn](#)

## WORK EXPERIENCE

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

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

Zürich, Switzerland | Feb 2025 - Aug 2025

- Built and shipped a complete interactive web application (Vue.js, TypeScript) with data visualization components from concept to production for The Walt Disney Studios, with UI/UX testing and data-driven optimizations that increased user engagement and satisfaction by 30%.
- Developed an AI-powered data platform using Python, LLMs, and RAG systems that extracted structured information from narrative text, with interactive node graph visualization (Cytoscape.js) featuring dynamic filtering and relationship exploration capabilities.

### Development Intern / [Sensoryx](#)

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

Zürich, Switzerland | Aug 2024 - Dec 2024

- Developed 3 AR/VR prototypes using Unity, XR Interaction Toolkit, and Oculus XR Plugin, implementing real-time 3D object manipulation, 3D painting, and hand tracking capabilities for motion tracking integration.
- Optimized VR stylus interaction systems through engineering collaboration, enhancing responsiveness and precision to deliver a significantly improved user experience for complex 3D interactions.

### Interaction Developer and Designer / [insdash](#)

*Independent web development and interaction design practice.*

Remote, Switzerland, Taiwan | Jan 2022 - July 2024

- Built responsive web applications and tools using HTML5, CSS3, JavaScript, and Bootstrap with CMS integration, delivering scalable solutions for diverse client needs and workflows.
- Developed interactive prototypes, motion graphics, and 3D animations to streamline product development processes, enhancing user interaction patterns and supporting end-to-end project delivery.

## PREVIOUS EXPERIENCE

### 3D Artist & Animator / [Thömus AG](#)

*A Swiss manufacturer of customizable high-quality bikes and e-bikes.*

Remote, Switzerland | Oct 2022 - Feb 2023

- Created 3D product animations from concept to completion, achieving 10k views (5x above average) and driving customer traffic to product pages.

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

*Fashion startup transitioning from handcrafted to digital e-commerce.*

Taipei, Taiwan | Mar 2021 - Aug 2021

- Optimized e-commerce UX to secure manufacturing partnerships and drive a 35% order increase in the first season post-launch.

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

New Taipei City, Taiwan | Sep 2017 - Sep 2018

- Engineered computational design and robotic fabrication workflows (Grasshopper 3D, robotic arm programming, material prototyping) that scaled to 50+ users across 3 hands-on workshops while implementing an on-site robotic fabrication system for a large-scale architectural project.

## SKILLS & TOOLS

### Frontend Development

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

### Backend & Tools

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

### UI/UX & Prototyping

Figma, Miro, Adobe Creative Suite

### AR/VR & 3D Development

Unity 3D, XR Interaction Toolkit, Oculus XR Plugin, 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

### Languages

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

## 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](#)