

# EMILY CHU

USER EXPERIENCE DESIGNER

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Toronto, ON (236-865-7882)

Adaptive UX problem-solver in practice, strategic innovator at heart.

Aspiring UX Designer with a goal-driven mindset, passionate about crafting solutions that create lasting impact. Strong collaboration, communication, and storytelling skills, honed through my experience in HR and Education.

## EDUCATION

**Masters of Information, UX Design, University of Toronto (UofT)**

Toronto, ON | 2026

**English Language and Literature, Fu Jen Catholic University (FJU)**

New Taipei City, Taiwan | 2022

## WORK EXPERIENCE

**Training & Development Specialist | Global Unichip Corp. (GUC)**

Hsinchu, Taiwan, Oct 2022 – Aug 2024

- Managed Mentorship Program among 300+ employees, boosted engagement rates by 10% and completion rates by 20% by eliminating user obstacles and initiating user-oriented activities.
- Monitored LMSs to track training progress, collected feedback and analyzed data for future improvement.
- Designed educational and promotional resources for company seminars that enabled higher participation.

**Secondary Education Teaching Intern | Our Lady of Providence High School**

New Taipei City, Taiwan, Aug 2021 – Feb 2022

- Designed user-centered materials that allowed interactive engagement and kinesthetic learning.
- Fostered inclusive learning environments that allows adaptivity of different learner styles and needs.

**Technical Management Assistant | FJU English Self-learning Center (ESL Center)**

New Taipei City, Taiwan, May 2018 – Jun 2021

- Hosted seminars and workshops that aimed to promote collaborative learning and user interaction.
- Updated website & managed social media accounts, ensuring accessible and user-friendly content.

## CERTIFICATE

**Secondary Education English Teacher Certificate**

Taiwan | Feb 2022

## PROJECTS

**Editor-in-chief, HR Magazine Trilogy | GUC, HR Division**

Oct 2023 - Aug 2024

萃・登峰 Issue III | 萃・破風 Issue II | 萃・精彩 Issue I

**Editor-in-chief, Department Magazine | FJU, English Department**

Jun 2021

The Next Page Issue III

**Game Designer, VR Interactive Game | FJU, Applied Computer Tech & Programming**

Mar 2019

Adaptation of "A Series of Unfortunate Events" film into VR gameplay through CoSpace software.

## SKILLS

UX UI Design

Storytelling

Graphic Design

Public Speaking

User Research

Info Architecture

Illustration

Copy Editing