

EMILY CHU

PRODUCT & UX DESIGNER

<https://c-emenemy.webflow.io/>
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Toronto, ON (236-865-7882)

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

Aspiring Product & UX Designer with a human-centered mindset, experienced in designing end-to-end product solutions, data-informed decision-making, and collaboration with cross-functional teams.

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

- Directed the Mentorship Program for 300+ employees, boosted engagement rates by 10% and completion rates by 20% through conducting user research and collecting user feedback.
- Conducted user research on LMS usage to optimize training experiences.

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 adapted to different learner styles and needs.

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

New Taipei City, Taiwan, May 2018 – Jun 2021

- Hosted weekly workshops that aimed to promote collaborative learning and user interaction.
- Improved website usability and optimized content layout for better navigation and accessibility, making learning resources more intuitive for users.

CERTIFICATE

Secondary Education English Teacher Certificate

Taiwan | Feb 2022

Tri-Council Policy Statement 2: Course on Research Ethics

Canada | Jan 2025

PROJECTS

Product Designer, App Design | UofT, Fundamentals to UX Course

Dec 2024

PAWSE, a long-distance couples app to help student couples stay emotionally connected

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

Aug 2024

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

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

User Research

Speculative Design

Public Speaking

Figma

Wireframe & Prototype

Usability Testing

Graphic Design