

EMILY CHU

PRODUCT & UX DESIGNER

[Portfolio](#) | [LinkedIn](#)

Toronto, ON | (236) 865-7882

With a background in Human Resources, Education and Art,
I design with the mind of a strategist, the heart of an educator, and the eye of an artist.
Creating experiences that make sense and feel right.

EDUCATION

Masters of Information (UX Design), University of Toronto

Toronto, ON | Expected 2026

BA in English Language and Literature, Fu Jen Catholic University

New Taipei City, Taiwan | 2022

WORK EXPERIENCE

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

Taiwan, 2022 - 24

- Redesigned the Mentorship Program involving 300+ engineer users, improving corporate-wide engagement by 10% and completion rates by 20%.
- Independently published a three-issue HR magazine series, managed content, budget, scheduling, graphics and print production across three corporate branches.

Secondary Education Teacher | Our Lady of Providence High School

Taiwan, 2021 - 22

- Designed user-centred, multi-sensory learning materials for student users, achieving 96% engagement rate through iterative testing and feedback incorporation.
- Collaborated with international educators across disciplines and schools to test and refine in-class learning experiences for Taiwanese high schools.

Digital Experience Designer | English Self-learning Centre

Taiwan, 2018 - 21

- Design Lead of visual materials for 4+ years, including branding of the university's largest English learning event and redesigning ESL webpage for improved user experience and accessibility.
- Led 20+ collaborative workshops for 200+ participants that promoted inclusive English learning.

PROJECTS

Product Designer | GeoSpark (Location-based Interaction App)

2025

Led the end-to-end design of a speculative social app, conducted user research with 4 participants.

Digital Illustrator | LINE Sticker Collection (Passion Project)

2021

Created and published 8 original sticker set on LINE platform, sold 100+ sets internationally.

Editor-in-chief | HR Division Magazine (Issues I, II, & III)

2024

Independently published a three-issue magazine project, distributed 150+ copies nation-wide.

Editor-in-chief | English Dept. Magazine (Issue III)

2020

Led team of 25 writers and editors, from budgeting to production, sold 100+ copies campus-wide.

SKILLS

UX/UI Design

User Research

Accessibility (WCAG)

Empathy Mapping

Figma

Wireframe & Prototyping

Usability Testing

Graphic Design