

BRIAN HUANG

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SUMMARY

Early-career **product builder** who takes ideas from problem framing to tested, usable solutions across AI, fintech, and hardware. Hands-on experience spans product discovery, feature prioritization, prototyping, implementation, validation, and cross-functional delivery. Graduate study adds player-behavior research and AI product development.

EDUCATION

National Chengchi University (NCCU)

Taipei, Taiwan

M.S. in Digital Content & Technologies — HCI and UX Design Focus • Sep 2023 – Apr 2026 • GPA 4.19/4.30

Selected coursework: Digital Game and Society (95/100), Human-Computer Interaction, UX Research, and Human-AI Interaction

National Cheng Kung University (NCKU)

Tainan, Taiwan

Bachelor's degree, Mechanical Engineering • Sep 2017 – Feb 2021

Interdisciplinary study: Entrepreneurship & Innovation, market needs, value propositions, innovation adoption, and organizational decision-making

PRODUCT BUILDING EXPERIENCE

AI Sketch Collaboration Research System

TAICHI 2025 Poster Presenter

Product Builder · Graduate Research

National Chengchi University

- Owned the end-to-end build from research question and interaction logic to implementation, testing, and deployment using Gemini API, Firebase, Next.js, and React; presented how AI-agent feedback influences design ideation.

Advantech

Taipei, Taiwan

UI/UX Design Intern

Jun 2024 – Aug 2024

- Translated predefined GenAI requirements into decision-support concepts through competitive research and feature design, collaborating with another design intern under PM and designer guidance.
- Ran **3 POC reviews in 2.5 months** and presented results to the CEO; both concepts were accepted for further planning, and overage-alert backend implementation began before the internship ended.

Crypto-Arsenal

Taipei, Taiwan · Remote

UI/UX & PM Intern

Mar 2023 – Oct 2023

- As assistant PO on an **eight-engineer Scrum team**, prioritized user feedback and coordinated the UI team to ship **6+ features**; completed tickets per Sprint rose **about 44% on average**.
- Planned and shipped **3 core trading flows** with engineers, reducing average task time from **65 to 27 seconds (58%) in internal testing**.

Taiwan Blockchain Academia

Taipei, Taiwan · Remote

Product Designer (Contract)

Nov 2022 – Feb 2023

- Conducted **9 interviews across 3 user roles**; findings challenged the assumption that credential verification was a must-have and helped narrow product positioning.

LCFC (Hefei) Electronics Technology Co. Ltd

Taipei, Taiwan

Assistant Project Manager

May 2021 – Dec 2021

- Coordinated engineers, suppliers, and cross-border schedules, delivering test units and materials **about 1.5 weeks ahead** of engineering testing.

LEADERSHIP & RECOGNITION

National Chengchi University

Teaching Assistant · 2 Semesters

- Supported **60 students** learning Figma and mentored **20 undergraduate and graduate project teams**.

OpenHCI 2024 Design Workshop

Design Team Lead

- Led a **3-person design team** over four months to plan lessons and hands-on exercises for **40 participants** completing intensive design thinking and interaction design projects.

2023 CulTech Cultural Technology Creative Proposal Competition

Finalist

- Advanced to final judging with the team proposal **“瞎拼 CHAT”**.

SKILLS

End-to-End Product Building | Product Discovery | Feature Prioritization | Rapid Prototyping | AI-Assisted Development | Player Behavior Research | Agile/Scrum | Cross-functional Execution | Figma
AI workflow: NotebookLM, ChatGPT, Claude, Gemini, Claude Code, and Codex; Git and Playwright for validation.