

Zephyr Huang

Interaction Designer · Sydney, NSW, Australia

Mobile +61 432 020 937 · zephyr.huang@icloud.com · zephyrhuang.me · linkedin.com/in/zephyrhuang

CAREER PROFILE

- Interaction designer with 2+ years shipping product work end-to-end at Taipei startups; currently at UTS Sydney (Master of Interaction Design), immediately available for contract / part-time hybrid work.
 - AI-native workflow: V0 by Vercel for live client prototyping, Claude Code for front-end implementation, plus Cursor and Midjourney across design ideation, prototyping, and shipping.
 - Design-system practitioner across web and SaaS products — Figma component libraries with auto-layout, variables, and tokens.
 - Comfortable moving between design, product, and front-end in a single role — typical week spans user interviews, Figma wireframes, and React / Next.js implementation.
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EDUCATION

University of Technology Sydney — Master of Interaction Design (Extension)

Feb 2026 – Mar 2028

National Taiwan University — B.Sc. Geosciences

Sep 2019 – Jul 2023 · Grand Avg 81.25% · GPA 3.52 / 4.30

Key related courses (out of 100): General Psychology (95), Topical Seminar in Designing Gerontechnology (95), Visual Communication (87), Big Data Marketing (87), Digital Marketing (82), Python Programming Foundation (95).

PROFESSIONAL EXPERIENCE

UI/UX Designer & Front-end Developer — OfferLand

Self-employed, Remote · Dec 2023 – Jan 2026

- Restructured the Application Results page from mobile-first user interviews → **+168% engagement time per active user** across **8,300+ members**.
- Designed and shipped a persistent mobile tab bar with integrated quick-action drawer (Jan 2026) — lifted **per-user submissions +51%** within 30 days (1.58 → 2.39), **active days per user +28%** (1.00 → 1.28), and **7-day activation +18.5%** (17.8% → 21.1%), validated via YoY cohort comparison across the same admissions season.
- Designed and shipped the Interview Forum feature and condition-based filtering over **5,600+ verified admission records**.
- Maintained the Figma component library for the platform and shipped front-end implementation in React / Next.js alongside design.
- Ran ongoing user interviews to surface pain points and product gaps; iterated UI continuously based on findings.

Product Manager, UI/UX Designer & Researcher — Spatial Topology Co., Ltd.

Full-time, Taipei · Aug 2024 – Dec 2025

- Rebuilt the company website solo end-to-end — audit through deploy (Figma → shadcn/ui → Sanity CMS → Next.js). **Lighthouse 43 → 96**, load time **4.4s → 1.3s** (70% faster), **+250% organic search clicks**, **+138% engagement time per active user** post-launch.
- Post-launch, the refreshed product presentation and optimised user flows drove a **+30% lift in client conversion rate**.
- Built and maintained the Figma design system (auto-layout, component library, variables) powering responsive web products; ran design sprints and concept prototyping hand-in-hand with engineering.
- Adopted **V0 by Vercel** for rapid prototyping — built dashboard prototypes live during client conversations to align on design direction faster, and validated the Taoyuan Airport IMDF analytics dashboard's feature set before engineering commit.
- Independently researched, built, and deployed the company's first **IMDF (Indoor Mapping Data Format)** pipeline — converting existing digital map data for enterprise integrations and publication to **Apple Maps and Google Maps**; led the rollout for **Taiwan Taoyuan International Airport** with two four-story university buildings as earlier reference sites.

UI/UX Designer — XChange (X-Talent)

Part-time, Remote · Sep 2023 – Mar 2024

- Built a comprehensive Figma design system and component library for the web app from the ground up, standardising typography, color tokens, and interaction patterns.
- Collaborated with product managers and engineers to refine user flows, design new features, and restructure information architecture.

Graphic Design Intern — Spatial Topology Co., Ltd.

Part-time, Taipei · Aug 2023 – Feb 2024

- Refined client-facing pitch decks (information hierarchy, data visualisation, specification layouts) — **+40% client conversion rate** boost.
- Illustrated indoor maps for 5+ large-scale venues (airports, museums) and 20+ factory / office floor plans used in client references and demos.

Co-founder & UI/UX Designer — Moonkat

Co-founded Startup, Hybrid, Taipei · Sep 2022 – Aug 2023

- Working directly with co-founders, shaped product vision and UX for Asia's first blockchain anti-scam browser extension — scam-prevention UX shipped **1–2 years ahead of mainstream solutions**.
- Designed beginner-friendly interfaces for malicious-contract detection, signature confirmation, asset-transfer preview, and community reporting; collaborated closely with front-end engineers through shipping.
- Ran on-chain scam research and competitive analysis; integrated findings into product features and user education.

AWARDS & HONOURS

Microsoft Award — 2023 NASA International Space Apps Challenge

Dec 2023

- Designed UI/UX and core gameplay for *Aqua Odyssey*, a K–12 educational game teaching the water cycle and climate impacts.
- Used Midjourney to pioneer consistent, comic-style game environments and dynamically posed characters — an early AI-assisted production workflow.

SKILLS, ACTIVITIES & INTERESTS

Design & Prototyping — Figma, Adobe Illustrator; user research; prototyping

AI-native workflow — Claude Code, Cursor, Gemini, V0 by Vercel, Stitch by Google, Midjourney — integrated into design ideation, UI production, and end-to-end shipping

Code — Next.js, React, TypeScript, HTML/CSS, JavaScript, Tailwind CSS, shadcn/ui, Sanity CMS

Other tools — Premiere Pro, Final Cut Pro

Languages — Traditional Chinese (native), English (professional)

Head of Popping Style — NTU Pop Dance Club

- Curated and taught progressive training sessions that pushed members' creative and technical range.
- Designed original choreographies for performances and inter-university competitions.
- Collaborated with other style leaders on interdisciplinary workshops.

National Taiwan Dance Competition Organiser — NTU Pop Dance Club

- Led Taiwan's premier national student dance competition — uniting **65+ teams and 200 dancers** nationwide through COVID-19 disruption.
- Orchestrated venue, sponsorship, marketing, and logistics end-to-end.
- Designed the judging system and event experience that set new standards for fairness, innovation, and audience engagement.