

YUE-KAI KUO

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Taiwan

Also known as Kai · 郭岳愷

[Portfolio](#) · [LinkedIn](#)

UI/UX Designer

B2B Admin Consoles · Design Systems · Design-to-Dev Handoff

01 PROFILE

UI/UX designer with 2+ years of experience (1+ year full-time, 1 year internship). Designs multi-role enterprise admin consoles end to end, from feature audit and information architecture to prototypes, visual design and developer-ready specs.

Built a design system from scratch; works daily with PMs, engineers and QA. Software development training gives me working knowledge of front-end, back-end and API logic. M.A. in Industrial Design.

02 EXPERIENCE

Teamplus Technology

Product Designer

AUG 2025 – PRESENT

- **Admin console redesign:** rebuilt the information architecture of an enterprise messaging console so three roles each reach their features directly, from feature audit to sitemap, flows and specs.
- **Design system:** built the team's design system from scratch, with 14 component categories plus web and mobile components for consistent interfaces.
- **Medical referral system:** designed a patient app and hospital web console for about 43 partner clinics, covering three-role flows and permissions.
- **Handoff and QA:** present in design reviews, run Design QA after implementation, and hand off specs through Figma plugins and GitLab.
- **AI-assisted specs:** built an SRS workflow with Claude, Whimsical and Figma, verified against the actual screens.

Build School · Software Development Training

NOV 2024 – APR 2025

- Completed a six-month full-stack program: front-end fundamentals, basic back-end concepts and API logic.

GoMore

Product Design Intern

JUL 2023 – JUL 2024

- Wrote specs and SRS documents, planned the app's feature structure, and designed wireframes, prototypes and a component library in Figma.
- Planned and ran usability tests, including task breakdown and test scripts.
- Collaborated with PMs, engineers and QA; tracked work in Jira.

Shih Chien University · Design Psychology Lab

User Research Assistant

SEP 2022 – MAY 2023

- Ran eye-tracking experiments and user interviews; wrote research proposals and questionnaires; studied microphone usage behavior with an acoustic technology partner.
- Supported a Ministry of Education USR project on technology and lifestyle design for ALS patients; compiled findings and helped plan a design exhibition.

03 SKILLS

DESIGN

Figma (plugins, spec handoff) · Design Systems · Information Architecture · User Flows · Wireframes · Mockups · Prototyping · Responsive Web Design · Usability Testing

COLLABORATION

Design Reviews · Design QA · Spec / SRS Writing · GitLab · Jira

TECHNICAL

Basic understanding of front-end, back-end and API concepts (C#, ASP.NET MVC, JavaScript, Git)

04 EDUCATION

M.A., Industrial Product Design

2022 – 2025

Shih Chien University
GPA: 4.00