



Alexander Yeh

User Experience Designer

Experience

- 02/17 - now **UX Designer** [Mobiento / Deloitte Digital](#)
Designing wireframes, workshops and various UX related work. Helped everything from start-ups to large companies with new products and working mostly within fintech and mobile app design.
Clients: ICA Spara, ICA, Tölve, Scanreco
- 04/16 - 09/16 **Research Internship** [Takemura Lab, Osaka University & Chalmers University](#)
Developed and designed a concept in HRI/HDI field, of a social drone to decrease the personal space between users and drones. Paper is presented in Human-Agent Interaction conference 2017 in Bielefeld. Funded by Gadelius stiftelsen.
- 06/15 - 08/15 **Software Developer & Interaction Designer** [Ericsson AB](#)
Developed a new interactive prototype application for the Ericsson product line team by visualizing data sets which will be used for customization of roadmap presentations.
- 05/12 - 09/15 **Consultant (part time)** [Academic Work & Chalmers Tekniska Konsulter](#)
CMS developer (Benify), Advisor (IT högskolan), IT Technician (CGI/Vattenfall), Web Developer (Ocean Energy Centre).

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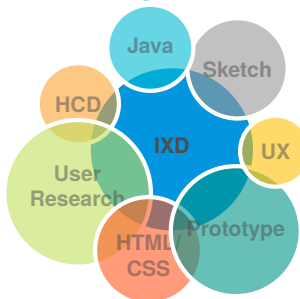
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Keywords



Education

- 2014 - 2016 **MSc in Interaction Design** [Chalmers University of Technology](#)
Internship: Social Drone. Keywords: design process, prototyping, human-centered design, user experience, user interface, wire-framing, augmented/virtual reality, mobile computing and game design.
- 2009 - 2014 **BSc in Software Engineering** [Chalmers University of Technology](#)
Bachelor's thesis: Motionera Mera, A cross-platform application for physical exercise (UX/UI Designer & Front-End Developer).
Extracurricular activities: President of Chalmers Business Society (2011/2012), Accountant of Chalmers Business Society (2012/2013).

Skills

UX ★★★★★
 Prototype ★★★★★
 Wireframing ★★★★★
 Research ★★★★★

Languages

Swedish ★★★★★
 English ★★★★★
 Khasi ★★★☆☆
 Japanese ★★★★★

Nationality

Swedish

Interesting Projects

- 2016 **Take A Leap** [Chalmers University of Technology](#)
Take a leap is a collaborative platform game developed where users can play with each other connecting their phones via a pinch.
youtu.be/d8JvZTHh8Xs
- 2015 **HOLO Beats** [Chalmers University of Technology](#)
A concept for the future of music teaching by utilizing Augmented Reality technology. Smart-phone app that uses a VR cardboard set and AR markers. This enables the user to see disks falling down in guitar-hero style to learn to play drums.
holobeats.tk