



MORPHEUS CHEN

PRODUCT MANAGER
UX/UI DESIGNER

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EXECUTIVE SUMMARY

- Accomplished and analytical Product Manager and Designer with proven experience and expertise translating unmet needs for users into a real product.
- Dedicated technology professional with a strong track record of accurately producing quality and ingenious concepts.
- Offering exemplary planning, project management, and communication talents, especially interacting collaboratively and positively with people of diverse backgrounds.
- Equipped with an excellent work ethic, inspire high-performance results, lead change in a fast-paced, dynamic environment while demonstrating data-driven analytical skills.

CERTIFICATIONS

- **CERTIFIED SCRUM PRODUCT OWNER (CSPO)**
Scrum Alliance | DEC 2019 @ Taipei
- **CERTIFIED USER EXPERIENCE ANALYST (CXA)**
Human Factors International
JAN 2018 @ Singapore
- **LEADING FOR CREATIVITY**
IDEO | OCT 2016 @ Taipei

EXPERIENCE



Mozilla Corporation

5 years 9 months

Staff Product Manager | DEC 2019 - AUG 2020

- Functioned as **Product Lead** to plan flexible strategy by heading a cross-functional team to consolidate innovative concepts, market insights, and business opportunities (B2B) into launch initiatives.
- Managed all phases and aspects of projects from initiation to post-implementation, including identifying plans and resources required to meet project goals by setting realistic timelines and checkpoints.
- Developed executive presentations and reports to facilitate and simplify project evaluation and process improvement.

Achievement

- Led a multi-disciplinary team to explore collaboration opportunities with Ola, the no.1 in India ride-hailing market.
- Led the innovation process to deliver a collaboration proposal to Ola Product Lead and got approval.

EDUCATION

- **MA, GRADUATE INSTITUTE OF DESIGN**
National Taiwan University of Science and Technology (NTUST)
2009 - 2011 @ Taipei
- **MFA STUDYING, DESIGN & TECHNOLOGY**
Parsons School of Design
2010 - 2011 @ New York

PROBONO CONTRIBUTION

- **PM Morpheus on Building Beloved Products at Mozilla**
MAY 2020 @ [Life at Mozilla](#) ↗
- **Podcast: Mozilla Product Experience in Emerging Markets**
AUG 2020 @ [Summer Tech Career Fair](#) ↗
- **Child care x User experience interdisciplinary workshop**
OCT 2019 @ [Ministry of Education Miaopu](#) ↗
- **UX Course: UCD for Firefox ScreenshotGo & Test Pilot**
OCT 2020 @ I&CD, Oriental Inst. of Technology
NOV - JAN 2018 @ FuJen Univ. Applied Art
APR - JUN 2017 @ Tatung Univ. Media design ↗

EXPERIENCE

Staff Product/ UX Designer | AUG 2018 - NOV 2019

- Worked as **UX Lead** to cross-functionally explore unmet needs, experiment, and launch Firefox ScreenshotGo in emerging markets through driving design specs, visual directions, and user data.
- Drove new features around shopping experiences as a **Product Manager** for [Firefox Lite](#) ↗ in Indonesia and India.
- Applied both qualitative and quantitative research methods and analysis techniques to improve end-user experiences continuously and influence future UX updates, ameliorating user pain points during subsequent patch cycles.
- **Achievement**
 - Successfully planned and led the innovation process to bring [Firefox ScreenshotGo](#) ↗ available worldwide with 100 thousand installs and with a 4.6 rating.

Senior Product/ UX Designer | DEC 2014 - JUL 2018

- Spearheaded, managed the design team, and owner of the delivery of innovative user experiences and designs for all [Firefox Test Pilot](#) ↗ products, like Screenshot, Firefox Send, Container, etc.
- Worked as **Design Lead** to innovate with multiple function teams and vendors, including innovating OS and IOT proposals, such as Smart TV and watch to the leadership team.
- Collaborated with engineers and QA to implement sleek and intuitive designs and produce rapid UX iteration via automated diagnostics.
- **Achievement**
 - Delivered famous experimenting products with more than ten million DAU. Mozilla promoted some experiments into official products, such as [Firefox Send](#) ↗ , [Firefox Screenshot](#) ↗ , etc.
 - Innovated feature phone concept and successfully pitched to leadership team to build [Click phone OS](#) ↗ .



HTC

2 years

UX/ UI Designer | JAN 2013 - DEC 2014

- Initiated and established the UX/UI design and partnered with engineers to build BlinkFeed, Power to Give, Scribble, Fetch apps.
- Multi-tasked across multiple focuses to generate project results and meet deadlines and organizational expectations.