

# LIN YUNG-TA

## LYNDA LIN

10F., NO.16, ALLEY 19, LANE 22, BAOSHENG RD.  
YONGHE DIST. NEW TAIPEI CITY, TAIWAN

(+886) 961-085-098  
lynda0214@gmail.com  
lynda0214.github.io

## EDUCATION

- ☑ **National Taiwan University**  
Sep 2014 - Aug 2017  
Taipei, Taiwan

### Master of Computer Science & Information Engineering

- **Concentration** - Human Computer Interaction @ Communications and Multimedia Lab
- **Master Thesis** - "Outside-In: Visualizing Out-of-Sight Regions-of-Interest in a 360 Video Using Spatial Picture-in-Picture Previews"
- **Advisor** - Prof. Bing-Yu Robin Chen & Prof. Liwei Chan
- **GPA** - 3.97 / 4.3
- **Coursework** - Computer Graphics, Software Engineering, Design Patterns, Game Programming, Human Computer Interaction, IoT

- ☑ **National Taiwan University**  
Sep 2010 - June 2014  
Taipei, Taiwan

### Bachelor of Computer Science & Information Engineering

- **Independent Study** - "First Person Motorcycle Riding Simulator"
- **Advisor** - Prof. Hsin-Mu Michael Tsai
- **GPA** - 3.95 / 4.3      **Overall Rank** - 20 / 128
- **Coursework** - Algorithms & Data Structures, Object-Oriented Programming, Web Programming, Digital Image Processing

## EMPLOYMENT

- ☑ **GaussToys Inc.**  
Sep 2017 - Nov 2018  
Taipei, Taiwan

### Game Developer

- Developed 15 applications for iOS, macOS & Windows including games and utilities using Unity 3D & Processing.
- Integrated GaussSense(Magnetic Sensor Board) to enable tangible interaction.
- Collaborated with the visual designer and communicated with the project manager.
- Demonstrated the applications in Hong Kong CES 2018, Taipei Innovex 2018, & Essen Spiel 2018
- **Utilized:** Game Development, Unity 3D, Processing, C#, Java, Xcode, Git

## SOFTWARE PROJECTS

- ☑ **Outside-In:**  
Visualizing Out-of-Sight  
Regions-of-Interest in a 360 Video  
Using Spatial Picture-in-Picture  
Previews (Master Thesis)

- Designed novel visualization technique in viewing 360 (panoramic) video.
- Implemented two applications including touch screen manipulations and video conference.
- Conducted user interviews, and showed statistically enhancement in performance.
- Presented in one of the top conference in Human Computer Interactions (HCI) (UIST'17).
- **Utilized:** Unity 3D, C#, Arduino, Research Methods, Thesis Writing, User Experience

- ☑ **Sushi:**  
A Cooking Game Based on GaussSense

- Developed a digital board game on tablet using GaussSense.
- Illustrated all UI elements using Adobe Illustrator and implemented using Unity 3D.
- Demonstrated Sushi in Essen Spiel 2018.
- **Utilized:** Unity 3D, C#, Processing, Java, Adobe Illustrator

- ☑ **Lyric Display:**  
A Tool for Displaying  
Projection Lyrics Using in Performance

- Inspired from the redundant chores that musical club has to make lyric slides repeatedly.
- Designed a system that read pure text and display like slides.
- Implemented two versions on different platforms including Web and standalone.
- **Utilized:** HTML/CSS, JavaScript, JQuery, Git, Unity 3D, C#

## PUBLICATIONS

- ☑ **Outside-In: Visualizing Out-of-Sight Regions-of-Interest in a 360 Video Using Spatial Picture-in-Picture Previews.**  
[Yung-Ta Lin](#), Yi-Chi Liao, Shan-Yuan Teng, Yi-Ju Chung, Liwei Chan, Bing-Yu Chen.  
In proceedings of the 30th annual ACM symposium on User Interface Software and Technology (UIST'17). ACM, New York, NY, USA.
- ☑ **Way Out: A Multi-Layer Panorama Mobile Game Using Around-Body Interactions.**  
Shan-Yuan Teng, Mu-Hsuan Chen, [Yung-Ta Lin](#).  
In proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems. ACM, New York, NY, USA.

## SKILLS

- ☑ **Language** - (native) Chinese, (fluent) English [TOEFL 95]
- ☑ **Programming Language** -  
(proficient) C#  
(familiar) C, Java, Matlab, Javascript, HTML/CSS
- ☑ **Tools** - Unity 3D, Arduino, Processing, Android Studio, Git
- ☑ **Applications** - VR, Hardware Prototyping
- ☑ **Design** - Illustrator, Photoshop, Premiere, After Effect, Sketch