YU-HSUAN LIN

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EDUCATION

National Chiao Tung University   Sep 2012 - Jun 2016
Bachelor of Science in Computer Science
Last 60 GPA : 4.0

EXPERIENCE

Backer-Founder   July 2016 - present
UI Designer , Front-End Developer

· Designed user flow and interface of a cash flow system. Developed front-end implementation. Created 20+ wireframes and prototyped for the function and interface of the cashflow system.

· Collaborated with graphic designers and project specialists on landing page design. Focused on front-end implementation and UI design.

NCTU plus   July 2015 - May 2016
UI Designer , Front-End Developer

· Evaluated and redesigned interface of the school's course selection and experience sharing website. Collaborated with back-end engineers.

· Created prototypes and developed interfaces of the website.

National Chiao Tung University   Feb 2016 - Jun 2016
Service Learning Teaching Assistant

· Taught students to use slides and animation to present and analyze Data Structure.

PUBLICATION

News ripples : Analysis of News Events and Visualization System   July 2015
Computer Graphic Workshop 2015

Advisor : Wen Chieh Lin

· A visualization research based on the relationships between news content, news topics, popularity, and time. Regarded each news event as a ripple because of their continuity and relativity.

EXHIBITION

Illustration Exhibition, Creative Expo Taiwan   Apr 2016
Invited by Tumblr

HONOR

Excellence Award | Senior Project Contest   2016
1st place | Akatsuki Game Hackathon   2015
Honorable Mention Award | Computer Graphic Workshop 2015   2015
Core Subject Award | NCTU   2015
2nd place | Makerthon in NCTU   2014
Into the semi-finals | Google Adwords Challenge   2013

SKILL

Programming
Javascript, HTML, CSS, Python, C++, C#, D3.js, Processing, PHP, Basic ROR

Design
Storyboarding, Wireframing, low to high fidelity Design, Illustration, Animation

Software
Sketch, Adobe Creative Suite, Maya, 3ds Max, Prott

Backme - Crowdfunding Cash Flow System   2016
UI Designer, Front-End Dveloper

· Collaborated with back-end developers and project managers. Created wireframes to evaluate functions and interfaces. Prototyped 20+ crowd-funding cash flow and mall interfaces. Analyzed information and visualized cash flow data. Engaged in front-end development using Github, Ruby on Rails, Javascript, and CSS

PlueMe - Prototype Design and Development Project   2016
UX Researcher and Designer

· Designed a mobile application partly based on the experience from school's course selection and experience sharing website. Created and executed the research plan, which consisted of evaluative methodologies. Used Lego to make concept video and evaluate scenario.

MeiChu mobile application   2016
UI Designer, Visual Designer

· A mobile game which is designed for the annual sports competition between NCTU & NTHU (National Tsing-Hua University). Players can use AR techniques to find hints and gain points. Designed User flows and visual elements.

News Ripple Analysis of news events and visualization system   2015
Data Analyst, Front-End Developer

· Collaborated with 2 teammates to search and collect specific news topics. Then sorted news events by time and degree of association. Used ripples to visualize and analyze connection between news events. Developed the interface and designed the visualization by HTML, CSS3, D3.js.

Rolling Pigs - Akatsuki Game Hackathon   2015
Visual Designer

· Attended a game Hackathon held by a Japanese enterprise. It is a puzzle game in which players aim to place (roll) pigs in the right place. Planned the game's UI flow and designed characters and scenes. Won first prize in the Hackathon.

Divvy   2015
Developer and UI Designer

· Divvy is a bike-sharing system boasting hundreds of stations and over 3000 bicycles across Chicago. Visualized data on maps with two tasks. Sorted and analyzed data using Python. Developed the visualization interface with D3.js.

Independent Crowdfunding Campaign Module   2016
UI designer and UX Researcher

· Designed independent crowdfunding campaign modules to efficiently build a site. Organized and evaluated information architecture. Created 15+ crowdfunding campaign modules and templates.

Involvement

NCTU Graduation Prom, Head of Design	2016
NCTU MEICHU Association, Head of Marketing	2015
Deconstruction Entrepreneurship Workshop, Head of Marketing	2015
OpenHCI 2015	2015
Pan Asia Mun , Designer	2014