Yu Hsuan Lin
UI/UX, Data Visualization, Front-end Development

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EDUCATION

Present
New York University
MS in Integrated Digital Media
- Focus on HCI, UX, Data Visualization

2012 - 2016
National Chiao Tung University
BS in Computer Science

WORK EXPERIENCE

July 2016 - June 2017
Backer-Founder
Product Designer (Front-end Developer)

- Designed user flows, guidelines and UI for a cash flow system. Evaluated sites' usability and interviewed end users. Developed front-end implementation and wrote feature tests. Created 50+ prototypes. Applied agile methodology. Developed reusable UI components.

- Developed products' landing pages by coordinating with project specialists and graphic designers. Ensured sites' usability and feasibility.

May 2015 - Jun 2016
NCTU Plus
UI Designer, Front-End Developer(Design Lead)

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

- Created prototypes and developed interfaces for its website and app.

Feb 2016 - Jun 2016
National Chiao Tung University
Service Learning Teaching Assistant
- Taught students to use slides and animation to present and analyze Data Structure.

EXHIBITION

Apr 2016
Illustration Exhibition, Creative Expo Taiwan
Invited by Tumblr
Creative Expo Taiwan attracted more than 210,000 visitors.

SKILL

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

Programming   Vue.js, Javascript, CSS, Python, D3.js C++, Processing, PHP, Ruby on Rails

Software   Sketch, Adobe Creative Suite, Prott, Principle

SELECTED PROJECTS

Backme - Crowdfunding Cash Flow System
Product Designer, Front-end Developer

- Backme is crowdfunding cash flow system with more than 200,000 transaction records. Designed its admin panel based on user needs. Prototyped interfaces and visualized cash flow data. Engaged in front-end development and feature tests using Github, Vue.js, Javascript, CSS, Ruby on Rails.

Blender - Sketch Plugin
Developer and Designer

- A Sketch plugin which can let users create a series of intermediate objects and colors between two or more selected objects. Developed this plugin using Javascript. Got 260+ stars on Github.

News Ripples - Visualization system
Data Analyst, Web Developer

- Visualized news events. Collaborated with 2 teammates to collect specific news topics by web crawler. Then sorted news events by time and degree of association. Used ripples to visualize and analyze connection between news events. Developed interfaces and designed the visualization by D3.js and Javascript.

BookMe - Booking.com Hackathon
UI designer, UX researcher

- Combined with instagram api and used the image recognition technique to find out the most suitable hotels and travel spots for users. Recommended hotels and travel spots according to their interest. I was in charge of ideation, user story, and interface design.

PlusMe - Prototype Design and Development Project
UX Researcher and Designer

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

Independent Crowdfunding Campaign Module
- Designed independent crowdfunding campaign modules to efficiently build an independent crowdfunding site. Organized and evaluated information architecture. Created 15+ crowdfunding campaign modules and templates.

HONOR

3rd place | Booking.com

1st place | Akatsuki Game

Honorable Mention Award | Computer Graphics Workshop

Excellence Award | Senior Project Contest

Academic Achievement Award | NCTU

Into the semi-finals | Google Adwords Challenge