Yu Hsuan Lin

A designer and engineer who aim to uncover complex relationship between human and technology.

View my Portfolio

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EDUCATION

Sep 2012 - Jun 2016

National Chiao Tung University
Bachelor of Science in Computer Science

- Focus on HCI and Data Visualization (GPA: 3.68 / 4.3)

WORK EXPERIENCE

July 2016 - present

Backer-Founder
Product Designer

- Designed user flow and interface of a cash flow system. Developed front-end implementation defined information architecture. Created 50+ wireframes and prototyped for the interface of the cash flow system.
- Collaborated with graphic designers and project specialists on landing page design. Focused on front-end implementation and UI design.

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 Arduino, Javascript, CSS, Python, C++, C#, D3.js, Processing, PHP, Ruby on Rails

Software Sketch, Adobe Creative Suite, Maya, Prott

SELECTED PROJECTS

Backme - Crowdfunding Payment Tool
Product Designer, Web Developer

- Interviewed end users to evaluate functions and interfaces. Prototyped and redesigned interfaces. Visualized cash flow data and engaged in front-end development using Github, Ruby on Rails, Javascript, and CSS. Collaborated with back-end developers and project managers.

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.

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.

Independent Crowdfunding Campaign Module
UI designer and UX Researcher

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

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.

Rolling Pigs - Akatsuki Game Hackathon
Visual Designer and UI designer

- It is a puzzle game in which players aim to place (roll) pigs in the right place. Planned the game's user flow and designed characters and scenes. Won first prize in the Hackathon.

HONOR

3rd place | Booking.com Hackathon

1st place | Akatsuki Game Hackathon

Honorable Mention Award | Computer Graphics Workshop

Excellence Award | Senior Project Contest

Academic Achievement Award | NCTU

Into the semi-finals | Google Adwords Challenge