

Yu Hsuan Lin

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EDUCATION

National Chiao Tung University
Bachelor of Science in Computer Science
GPA : 3.68 / Last 60 GPA : 4.11 (4.3 scale)

Sep 2012 - Jun 2016

EXPERIENCE

Backer-Founder
Product Designer

July 2016 - present

- 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
UI Designer , Front-End Developer(Design Lead)

May 2015 - Jun 2016

- 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.

National Chiao Tung University
Service Learning Teaching Assistant

Feb 2016 - Jun 2016

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

PUBLICATION

News Ripples : Analysis of News Events and Visualization System
Computer Graphic Workshop 2015
Advisor : Wen Chieh Lin

July 2015

- 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
Invited by Tumblr

Apr 2016

Creative Expo Taiwan attracted more than 210,000 visitors.

HONOR

Excellence Award Senior Project Contest	2016
1st place Akatsuki Game Hackathon	2015
Honorable Mention Award Computer Graphic Workshop 2015	2015
Academic Achievement 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, Ruby on Rails
Design Storyboarding, Wireframing, low to high fidelity Design, Illustration, Animation
Software Sketch, Adobe Creative Suite, Maya, 3ds Max, Prott

SELECTED PROJECT

Click a project name to view its details online.

Backme - Crowdfunding Cash Flow System <i>UI Designer, Front-End Developer</i>	2016
<ul style="list-style-type: none">• Collaborated with back-end developers and project managers. Created wireframes to evaluate functions and interfaces. Prototyped 20+ crowd-funding cash flow and mall interfaces. Defined information architecture and visualized cash flow data. Engaged in front-end development using Github, Ruby on Rails, Javascript, and CSS.	
PlusMe - Prototype Design and Development Project <i>UX Researcher and Designer</i>	2016
<ul style="list-style-type: none">• 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 <i>UI Designer, Visual Designer</i>	2016
<ul style="list-style-type: none">• 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 <i>Data Analyst, Front-End Developer</i>	2015
<ul style="list-style-type: none">• 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 <i>Visual Designer</i>	2015
<ul style="list-style-type: none">• 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 <i>Developer and UI Designer</i>	2015
<ul style="list-style-type: none">• 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 <i>UI designer and UX Researcher</i>	2016
<ul style="list-style-type: none">• 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