

Yu Hsuan Lin

UX Design, Data Visualization, Front-end Development

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EDUCATION

2017-

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

Sep 2017 - Now

NYU Information Technology UX designer

- Designed interfaces, user flows, and guideline. Created interactive prototypes. Conducted UX research activities such as persona and user testing.

July 2016 - June 2017

Backer-Founder Product Designer

- Designed user flows, guidelines and interfaces 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. Translate designs to front-end code, estimate time and costs, and determine developer requirements and specifications.

May 2015 - Jun 2016

NCTU Plus UI Designer / Front-end Developer

- Evaluated and redesigned interface of the school's course selection and experience sharing website. Created prototypes and developed interfaces for its app and website.
- Translate designs to front-end code, ensured its usability and feasibility

EXHIBITION

Apr 2016

Creative Expo Taiwan Illustration Exhibition

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.

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