

# Yu-Hsin Lin

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## Education

### National Taiwan University

Taipei, Taiwan

M.S. IN NETWORKING AND MULTIMEDIA (GPA 4.02/4.30)

2019 - 2021

- Thesis-based program, resulting in an award-winning publication **C.4**
- Advisor: Dr. Mike Y. Chen

### National Taiwan University

Taipei, Taiwan

B.B.A IN INFORMATION MANAGEMENT

2015 - 2019

## Publications

### FULL PAPER

- C.6 Yu-Ling Chou\*, Yu-Ling Chien\*, **Yu-Hsin Lin**, Kung-Pai Lin, Faye Shih, Yung-Ju Chang. 2022. “Because I’m Restricted, 2–4 PM Unable to See Messages”: Exploring Users’ Perceptions and Likely Practices around Exposing Attention-management Information on IM Statuses. In Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems (**CHI ’22**). \* denote equal contribution.
- C.5 Po-Yao (Cosmos) Wang, Cong-He Xu, Ping-Yi Wang, Hsin-Yu Huang, Yu-Wei Chang, Jen-Hao Cheng, **Yu-Hsin Lin**, Lung-Pan Cheng. 2021. Game Illusionization: A Workflow for Applying Optical Illusions to Video Games. In Proceedings of the ACM Symposium on User Interface Software & Technology (**UIST’21**).
- C.4 **Yu-Hsin Lin**, Yu-Wei Wang, Pin-Sung Ku, Yun-Ting Cheng, Yuan-Chih Hsu, Ching-Yi Tsai, Mike Y. Chen. 2021. HapticSeer: A Multi-channel, Black-box, Platform-agnostic Approach to Detecting Video Game Events for Real-time Haptic Feedback. In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (**CHI ’21**). [Honorable Mention Award, top 5% of submissions.]
- C.3 Yu-Wei Wang, **Yu-Hsin Lin**, Pin-Sung Ku, Yōko Miyatake, Yi-Hsuan Mao, Po Yu Chen, Chun-Miao Tseng, Mike Y. Chen. 2021. JetController: High-speed Ungrounded 3-DoF Force Feedback Controllers using Air Propulsion Jets. In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (**CHI ’21**).
- C.2 Sih-Pin Lai, Cheng-An Hsieh, **Yu-Hsin Lin**, Teepob Harutaipee, Shih-Chin Lin, Yi-Hao Peng, Lung-Pan Cheng, Mike Y. Chen. 2020. StrengthGaming: Enabling Dynamic Repetition Tempo in Strength Training-based Exergame Design. In 22nd International Conference on Human-Computer Interaction with Mobile Devices and Services (**MobileHCI ’20**).
- C.1 Shi-Hong Liu, Pai-Chien Yen, Yi-Hsuan Mao, **Yu-Hsin Lin**, Erick Chandra, Mike Y. Chen. 2020. HeadBlaster: a wearable approach to simulating motion perception using head-mounted air propulsion jets. ACM Transactions on Graphics (**SIGGRAPH ’20**)

### DEMO

- D.3 Yu-Wei Wang, **Yu-Hsin Lin**, Pin-Sung Ku, Yōko Miyatake, Po-Yu Chen, Chun-Miao Tseng, Ching-Yi Tsai, Mike Y. Chen. 2021. Demonstration of JetController: High-speed Ungrounded Force Feedback Controllers Using Air Propulsion Jets. In Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems (**CHI ’21 Interactivity**)
- D.2 Yu-Wei Wang, **Yu-Hsin Lin**, Yoko Miyatake, Ching-Yi Tsai, Pin-Sung Ku, Mike Y. Chen. 2021. JetController: High-speed Ungrounded 3-DoF Force Feedback Controllers using Air Propulsion Jets. In SIGGRAPH ’21: ACM SIGGRAPH 2021 Labs (**SIGGRAPH ’21 Labs**)
- D.1 Sih-Pin Lai, Cheng-An Hsieh, **Yu-Hsin Lin**, Teepob Harutaipee, Shih-Chin Lin, Yi-Hao Peng, Lung-Pan Cheng, Mike Y. Chen. 2020. StrengthGaming: Enabling Dynamic Repetition Tempo in Strength Training-based Exergame Design. In 22nd International Conference on Human-Computer Interaction with Mobile Devices and Services (**MobileHCI ’20 Demo**).

## Professional Experience

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- 2021-2022 **Research Assistant**, Mobile and Ubiquitous Interaction Lab, National Yang Ming Chiao Tung University
- 2020-2021 **Site Reliability Engineer Intern**, UNH3O Inc.
- 2019-2021 **System/Network Administrator**, Dept. Information Management, National Taiwan University
- 2018-2019 **Software Engineer Intern**, Hewlett Packard Enterprise
- 2018-2018 **Campus Ambassador**, Tesla Inc.
- 2016-2018 **Network Administrator Intern**, Digital Learning Center, National Taiwan University

## Awards

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- 2021 **Honorable Mention Award for HapticSeer (C.4)**, ACM SIGCHI
- 2019 **Dean's List**, Dept. Information Management, National Taiwan University  
**Best Game Proposal**, 4th Creativity Game Design Competition (Intercollegiate)  
**Most Creative Game (Honorable Mention)**, 4th Creativity Game Design Competition (Intercollegiate)

## Academic Community Service

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### INVITED TALKS

- Summer 2021. *Best of HCI: HapticSeer*. TAICHI '21, Taipei, Taiwan.
- Fall 2020. *Best of HCI: HeadBlaster*. TAICHI '20, Taipei, Taiwan.

### CONTRIBUTED EVENTS

- 2021. UCCU '21 (Organizer), the largest domestic community gathering of researchers in UIST/CHI/CSCW/UbiComp.

## Teaching & Mentoring Experience

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### TEACHING

- Spring 2021 **Advanced Human Computer Interaction**, Teaching Assistant
- Fall 2019 **Game Programming**, Teaching Assistant

### MENTORING

- 2019 **Capstone Project of G/T Program @ Taipei First Girls High School**, Technical Mentor

## Skills

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**PROGRAMMING** Python, JavaScript (Node.js), C#, C++, C, Bash

**INDUSTRY KNOWLEDGE** Site Reliability Engineering, Kubernetes, Backend Development, Amazon Web Services

**PROTOTYPING TOOLS** Fusion 360, 3D Printing, Laser Cutting, Unity3D, Arduino

**RESEARCH METHODS** Thematic Analysis, Statistical Inference, Machine Learning, User-Centered Design