

# Hung-Jin Lin

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## Experience

- Present **MediaTek Inc., Taiwan, Multimedia Tech Development.**  
Senior Machine Learning and Computer Vision Algorithm Engineer  
◦ Computational photography at mobile through deep learning
- Oct 2018 - **MediaTek Inc., Taiwan, Multimedia Tech Development.**  
May 2021 Machine Learning and Computer Vision Algorithm Engineer
- 2012 - 2018 **National Tsing Hua University, Computer Science, MS & BS.**  
Computer Vision Laboratory led by Prof. Shang-Hong Lai

## Publication

- ICPR 2020 **Explorable Tone Mapping Operators**, Chien-Chuan Su, Ren Wang, **Hung-Jin Lin**, Yu-Lun Liu, Chia-Ping Chen, Yu-Lin Chang, Soo-Chang Pei, International Conference on Pattern Recognition (ICPR), 2020.
- ECCV 2020 **Learning Camera-Aware Noise Models**, Ke-Chi Chang, Ren Wang, **Hung-Jin Lin**, Yu-Lun Liu, Chia-Ping Chen, Yu-Lin Chang, Hwann-Tzong Chen, European Conference on Computer Vision (ECCV), 2020.
- Master Thesis **DeepRoom 2D/3D: Fit the Room with a Cuboid Model via Deep Networks**, **Hung-Jin Lin**, master thesis 2018, NTHU, Hsinchu.
- ACPR 2019 **DeepRoom: Fit the Room with a Cuboid Model via Deep Networks**, **Hung-Jin Lin**, Shang-Hong Lai, Asian Conference on Pattern Recognition (ACPR) 2019.
- ICPR 2018 **Indoor Scene Layout Estimation from a Single Image.**, **Hung-Jin Lin**, Sheng-Wei Huang, Shang-Hong Lai, Chen-Kuo Chiang, International Conference on Pattern Recognition (ICPR) 2018, Beijing.
- BMVC 2017 **General Deep Image Completion with Lightweight Conditional Generative Adversarial Networks**, Chin-Wei Tseng, **Hung-Jin Lin**, Shang-Hong Lai, British Machine Vision Conference (BMVC) 2017, London.

## Selected Projects

- 2017 **Indoor Scene Understanding and Layout Estimation**, Collaborative Research, NTHU & Institute for Information Industry.  
◦ A pipeline for room layout estimation using semantic segmentation through deep learning.
- 2017 **Vision-based Picking for Humanoid Robot**, Collaborative Research, NTHU & Industrial Technology Research Institute.  
◦ Involved in the 3D reconstruction/registration and recognition in deep learning of the chess pieces for a humanoid robot to pickup and playing chess.  
◦ Our works exhibit in CES 2017 in the U.S. and Computex 2017 in Taiwan.
- 2016 **Open Campus Data API Service**, Undergraduate Independent Study, NTHU.  
Led the team of three members and built a semi-official API prototype serving authorized data through the administrative system from school authorities.
- 2016 **NTHU Library Intelligence System**, Assistant, NTHU Library Information Systems Division.  
Manipulated 20 millions+ of logged records from scattered databases.
- 2015 **NTHU Course**, Co-work with schoolmates, AWS EC2, Django, MySQL, Angular.js.  
A friendly system on AWS EC2 for course arrangement and timetable for students.