Yung-Ta, Lin (Lynda)

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Highly skilled Frontend Engineer with over 3 years of experience developing Web applications using React.js. Equipped with a strong background in Human-Computer Interactions concentrations, I am passionate about creating user interfaces that deliver exceptional user experiences.

PROFESSIONAL EXPERIENCE

Phase Software GmbH   **Taipei, TW (Remote)**
Software Engineer II   *Jul. 2022–Jan. 2023*

- Successfully implemented features and resolved bugs for the Phase project, a web application dedicated to creating motion graphics. Utilized React.js and a range of tools including Storybook, Styled-Component, and Tailwind CSS to deliver high-quality results.
- Spearheaded the creation of new official website mockups using Gatsby, a Static Site Generator, integrated with Strapi, a Content Management System, via GraphQL. This involved designing and developing a seamless user experience while ensuring efficient data management and retrieval.

Perfect, INC.   **Taipei, TW**
Frontend Engineer   *Mar. 2020–June 2022*

- Responsible for maintaining and enhancing the Cosmetic-Web project, a single-page application embedded within our virtual makeup apps. This application, boasting over 1 billion worldwide downloads in the YouCam series, featured essential functionalities such as in-app purchases, content stores, and more. Developed using React.js and Redux, the project demanded meticulous attention to detail and a commitment to delivering a seamless user experience.
- Implemented requested features from both the app team and monetization team. These features were designed to be responsive, compatible across multiple browsers, and accessible to international users. Additionally, I successfully executed A/B tests, primarily focused on group promotion and new UI testing, providing valuable insights for data-driven decision-making and optimizing user engagement.
- Analyzed and optimized front-end performance by reducing build size, i.e. after parsed & gzipped, by 43% (320kB) of all entries. The following steps were taken:
  (1) Migrated Webpack from v3 to v4 to enable code-splitting of the CSS bundle.
  (2) Extracted common components and functions
  (3) Replaced giant 3rd-party libraries
  (4) Imported language packs dynamically.
- Facilitated group study sessions within the department, covering essential topics such as front-end performance metrics and HTTP security headers. Led engaging discussions and presented valuable insights to fellow department members, promoting knowledge sharing and fostering a culture of continuous learning.

M800 Limited   **Taipei, TW**
Frontend Developer   *Aug. 2019–Nov. 2019*

- Involved in the development of B2B customer service solutions, including an instant messenger with dashboard and client widget using React.js and Redux.

GaussToys, INC.   **Taipei, TW**
Game Developer   *Sep. 2017–Nov. 2018*

- Developed and deployed 15 applications for iOS, macOS, and Windows platforms, encompassing a diverse range of genres including games and utilities. Utilized Unity 3D and Processing to deliver innovative and engaging user experiences. [showcase 1] [showcase 2] [showcase 3]
- Integrated magnetic sensor boards into applications, enabling tangible interaction and enhancing the usability and interactivity of the products.
- Showcased our cutting-edge products at prestigious technology events, including Hong Kong CES 2018, Taipei Innovex 2018, and Essen Spiel 2018, effectively demonstrating their features and generating excitement among attendees.

EDUCATION

NATIONAL TAIWAN UNIVERSITY   **Taipei, TW**
Master of Computer Science and Information Engineering   *Aug. 2017*

- Concentration - Human Computer Interactions @ Communications and Multimedia Lab
- Master Thesis - "Outside-In: Visualizing Out-of-Sight Regions-of-Interest in a 360 Video Using Spatial Picture-in-Picture Previews"
- Advisor - Prof. Bing-Yu Robin Chen & Prof. Liwei Chan

NATIONAL TAIWAN UNIVERSITY   **Taipei, TW**
Bachelor of Computer Science and Information Engineering   *June. 2014*

- GPA - 3.95, Ranking - 20 / 128

PUBLICATIONS

Outside-In: Visualizing Out-of-Sight Regions-of-Interest in a 360 Video Using Spatial Picture-in-Picture Previews. [website]
ACM UIST 2017, Québec, Canada, *Yung-Ta Lin, Yi-Chi Liao, Shan-Yuan Teng, Yi-Ju Chung, Liwei Chan, Bing-Yu Chen.*

Shadow: One-dimensional Proactive Sensing for Enlarging Gesture-interaction Space [website]
AUI 2016 Honorable Mention, Tokyo, Japan, TAICHI 2016 Best Poster, Taipei, Taiwan,
Yung-Ta Lin, Jui-Chun Hsiao, Yi-Chi Liao, Rong-Hao Liang, Bing-Yu Chen.

PATENTS

US10990843B2: Method and electronic device for enhancing efficiency of searching for regions of interest in a virtual environment [website]
Yung-Ta Lin, Yi-Chi Liao, Shan-Yuan Teng, Yi-Ju Chung, Li-Wei Chan, Bing-Yu Chen

SKILL TREE

- Programming: HTML5, CSS3, JavaScript (ES5 / ES6), SCSS
- Libraries: Redux, React-Router, Styled Component, i18n, TailwindCSS, Lodash
- Frameworks: React.js, Gatsby.js   Version Control: Git
- Tools: Webpack, Storybook
- Others: Sourcetree, Jira, Figma, Illustrator, PhotoShop
- Languages - Mandarin, English (TOEFL 95/120)