Yu-Jen Lin

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Interests

Tangible Interface
Physical Computing
User Experience
Interaction Design
UI Design
Web/Mobile Application
Software Engineering

Skills

UX Methods

Card Sorting
Cognitive walkthrough
Contextual inquiry
Interaction Map
Scenario
Survey design
Usability testing
Web Development

Programming

C/C++
Objective-C
Openframeworks
OpenCV
Java
ActionScript 3.0
Arduino
Android
Raspberry Pi
HTML5
Javascript
Node.js

Software

Adobe Illustrator
Adobe Photoshop
Apple Garageband
Unity 3D
Matlab/Octave
Rhino
SolidWorks

Fabrication

Woodworking
Metalworking
Welding
Laser Cutting
Vinyl Cutting
3D Printing
CNC Milling

Selected Course

Machine Learning
Computer Vision
Game Design
Fabrication: Wood and Metal
Fabrication: Bits and Atoms

Language

English
Mandarin Chinese
Taiwanese

Education

University of Michigan, School of Information — Ann Arbor MI | present

PhD Student, Tangible Interaction and Physical Computing

Advisor: Sile O'Modhrain — *Expected Graduation Date: 05/19*

University of Michigan, School of Information — Ann Arbor,MI | 14

Master of Science in Information. Specialize in Human-Computer Interaction

National Taiwan University — Taiwan | 2009

Bachelor of Science in Electrical Engineering

Relevant Work Experience

Tanvas — Chicago, IL | May - Aug '15

Software Engineer Intern

- Designed Android haptic applications' which demo the surface haptic technology in conferences through the use of Unity3D, Node.js, and Native Android SDK.
- Designed the preliminary SDK framework for Android developers to communicate with the Hardware.

Techart Group — Taiwan | May '12 - Aug '13

Software Engineer

- Designed applications' interaction flow, created mockups and prototypes to communicate design ideas and problems with stakeholders and co-workers.
- Implemented the prototype into real products, handled the algorithms and programming part.

Relevant Project (more on yjlintw.github.io/yujenlin)

Social Sensory Surface — Ann Arbor | 2015

- Developed tactile interfaces designed to confront critical challenges of learning and social engagement for children with Autism Spectrum Disorder.
- Used Kinect and conductive textile to implement the touch-sensitive surface.

Olegoru — Ann Arbor | 2014

- Designed a soundscape composition tool to enhance imaginative storytelling with tangible objects.
- Implemented a Bluetooth LE near field localization system.
- Presented in **TEI'15 Work in Progress Session**.

Whisper of the Hear•t — Ann Arbor | 2014

- Tracking users body movement in 3D space by using Kinect and quadraphonic speakers.
- Designed an interactive system which creates an immersive soundscape and tangible environment for visual-impaired people to explore a traditional 2D painting

A Dream Journey In Taipei — Taiwan | 2013

- The first exhibition highly integrates with more than 500 playable android smartphones
- Used Unity3D game engine as well as home-made android native plugins.
- Built a wireless interior localization system using wireless signal only
- Used AR, face replacement, realtime server-to-end communication and synchronization, and NFC.

Microsoft Windows Reimagined — Taiwan | 2012

- Used an All-In-One Win8 with a touchscreen as the terminal to interact with the immersive virtual world in the exhibition room. Exhibited at "7th Digital Art Festival Taipei 2012: Artificial Nature"

Professional Activities

Co-Founder - UMSI Doiiit Maker Space — Ann Arbor | present

Teaching Assistant - Design of Complex Websites (Graduate Level) — Ann Arbor | present