Yu-Jen Lin

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Interesting

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

Selected Course

Machine Learning
Computer Vision
Fabrication: Wood and Metal

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

University of Michigan, School of Information   Ann Arbor,MI | 04-2014

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

National Taiwan University   Taipei,Taiwan | 06-2009

Bachelor of Science in Electrical Engineering

Relevant Work Experience

Tanvas   Chicago, IL | May - Aug 2015

Software Engineer

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

Techart Group   Taipei,Taiwan | May 2012 - Aug 2013

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 at yjlintw.github.io/yujenlin)

Social Sensory Surface   Ann Arbor | Fall 2015

- Developep tactile interfaces designed to confront critical challenges of learning and social engagement for children with Autism Spectrum Disorder
- Use Kinect and conductive textile to implement the touch sensitive surface in different tactile interfaces

Olegoru   Ann Arbor | Fall 2014

- A soundscape composition tool to enhance children's imaginative storytelling with tangible objects
- Implemented a Bluetooth near field localization system
- Presented in TEI'15 Work in Progress Session

Whisper of the Hear•t   Ann Arbor | Winter 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   Taipei, Taiwan | Jan - Aug 2013

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

Microsoft Windows Reimagined   Taipei, Taiwan | Oct - Nov 2012

- Used an All-In-One Win8 with touch screen as a terminal to interact with the immersive virtual world in the exhibition room. Exhibited at "7th Digital Art Festival Taipei 2012: Artificial Nature" (http://digitalartfestival.tw/daf12/win8_en.html)

Professional Activities

UMSI Doiiit Maker Space   Ann Arbor | Present

Co-Founder

Design of Complex Websites (Graduate Level)   Ann Arbor | Present

Teaching Assistant