# Yu-Jen Lin | http://yjlintw.github.io/yujenlin | yjlintw@umich.edu | (734)834-7540

## Education \_\_\_\_\_

## University of Michigan, **School of Information**

Ann Arbor MI | present

PhD Student Tangible Interaction

Advisor: Sile O'Modhrain

## University of Michigan, School of Information

Ann Arbor, MI | 14

M.S.I. in Human-Computer Interaction

# **National Taiwan** University

Taiwan | 2009

B.S. in Electrical Engineering

## Selected Skills

# **Programming**

C++ Objective-C Java Javascript Arduino Android OpenCV **OpenFrameworks** Unity3D Matlab/Octave

#### Design

Illustrator **Photoshop** Rhinoceros SOLIDWORKS

## Selected Courses

Machine Learning Computer Vision Game Design Digital Fabrications

# Relevant Work Experience

## Tanvas, Software Engineer Intern

Chicago, IL | May - Aug '15

- Designed Android haptic applications' which demo the surface haptic technology in academic and industrial conferences
- Designed the preliminary SDK framework for Android developers to communicate with the hardware.

# **Techart Group**, Software Engineer

Taiwan | May '12 - Aug '13

 Designed UX interaction flow and mockups and implemented the prototype into real products

# Relevant Projects (more on <u>ujlintw.github.io/yujenlin</u>)

## **Social Sensory Surface**

Ann Arbor | 2015

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

<u>Olegoru</u> Ann Arbor I 2014

- Designed a soundscape composition tool to enhance imaginative storytelling with tangible objects.
- Implemented a Bluetooth LE near field localization system.

#### A Dream Journey In Taipei

Taiwan | 2013

- The first exhibition highly integrates with more than 500 playable android smartphones with Augmented Reality and Wi-Fi interior localization system
- Won 2 2014 American Alliance of Museum MUSE Silver Awards

#### Publications/Posters \_\_\_\_\_

- Lin, Y.J., and O'Modhrain, S., 2016, Reducing Visual Dependency with Surface Haptic Touchscreens. (EuroHaptics 2016)
- Huang, C.C., Lin, Y.J., Zeng, X., Newman, M. and O'Modhrain, S., 2015, Olegoru: A Soundscape Composition Tool to Enhance Imaginative Storytelling with Tangible Objects. (TEI 2015)

#### Professional Activities \_\_\_\_\_

#### Co-Founder

Ann Arbor | present

**UMSI** Doiiit Maker Space

#### **Teaching Assistant**

Ann Arbor | present

Design of Complex Websites (Graduate Level)