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

Ph.D. 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 flows 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 interface

<u>Olegoru</u> Ann Arbor | 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 integrated with more than 500 playable android smartphones including 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)