

Ron Yih-Lun Huang

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PROFESSIONAL EXPERIENCE **Sunplus mMedia Inc.**, Taipei, Taiwan

Advanced Software Engineer December 2007 to June 2009

- Designed and built a complete software development kit focused on digital photo frame.

Compal Communications Inc., Taipei, Taiwan

Software Engineer February 2005 to December 2007

- Ported various in-house and commercial (BREW) GUI frameworks to GSM and CDMA2000 platforms.
- Designed an object-oriented C-based GUI framework and the associated code generator.
- Optimized display performance for GUI framework.

Computer Center, National Taiwan University, Taipei, Taiwan

Part-time Programmer August 2000 to June 2002

- Constructed an online solution for the university health center to collect and analyze the health records.
- Maintained university homepage.

TECHNICAL SKILLS Programming: Lua, C, Java, Python, SQL, JavaScript, C++, PHP, C#, BASH shell scripting, GNU make, DVCS (git, mercurial), VCS (SVN, PVCS VM)

Information Technology: Networking (UDP, TCP, ARP, DNS), Service (nginx, Apache, SSH, SQL)

Applications: Emacs, T_EX (L^AT_EX, B_IB_TE_X), Word, Excel, GIMP

Operating Systems: Linux, Mac OS X, Windows Phone, Android, iOS, Windows

Embedded Systems: Software and hardware development with several MCU and DSP platforms (Motorola MCUs, Texas Instruments MCUs, Sunplus mMedia MCUs)

EDUCATION **National University of Singapore**, Singapore

Ph.D., Electrical and Computer Engineering (expected date: June 2013)

- Adviser: Assist. Prof. Tim Marsh
- Area of Study: Human-Computer Interaction

University of Southern California, Los Angeles, California USA

M.S., Computer Science December 2004

- Adviser: Prof. Cyrus Shahabi
- Area of Study: Human-Computer Interaction

National Taiwan University, Taipei, Taiwan

B.S., Electrical Engineering June 2002

- Computer Science specialization

RESEARCH INTERESTS	Human-computer interaction, end-user programming, software engineering, serious games		
RESEARCH EXPERIENCE	<p>Graduate Class Projects</p> <ul style="list-style-type: none"> Investigation of patterns of user experience for software programmers. The patterns are a collection of the best practices within the user experience design domain. But instead of targeting their normal audiences, the interaction designers, these patterns are transcribed in language familiar to software programmers. Designed a new human interface device, <i>Look Mom! No Touchpad</i>, which is capable of performing tasks similar to multi-touch touchpad. However, while normal touchpad can only be operated at fixed location, this device works on any surface. It is as if there is a virtual touchpad following underneath the user's hand. Explored the correlation between user experience and data (mouse movements, keystrokes, position of the user's character, etc.) collected within games. Improved recognition accuracy of an user-independent hand gesture-based human interface device. <p>Undergraduate Work</p> <ul style="list-style-type: none"> Designed system to broadcast multimedia contents onto Bluetooth-enabled devices. Utilized XML as the storage backend for websites. <p>External Reviewer</p> <ul style="list-style-type: none"> Reviewer for IEEE CSIDC 2002 submission proposal. 		
ACADEMIC EXPERIENCE	Teaching Assistant		
	<i>TA for NM3226: Interactive Entertainment Design Methods</i>		Fall 2010
	<ul style="list-style-type: none"> Assisted students on developing machinima. 		
	<i>Lab instructor for 902 39110: Computer System Laboratory</i>		Spring 2003
	<ul style="list-style-type: none"> Responsible for lecture and supervision of laboratory where senior undergraduate students design and implement embedded system based on Intel 8051 microcontroller. 		
	<i>Lab instructor for 902 39120: Computer Network Laboratory</i>		Spring 2003
	<ul style="list-style-type: none"> Designed the course syllabus and experiments, as this was a brand new laboratory. Responsible for lecture and supervision of laboratory where senior undergraduate students learn about wireless network, mobile IP and network simulation tool. 		
	<i>Lab instructor for 902 37300: Digital Circuit Laboratory</i>		Fall 2002
	<ul style="list-style-type: none"> Responsible for lecture and supervision of laboratory where senior undergraduate students design and implement digital circuitry using FPGA. 		
	<i>Grader for 902 21400: Digital Electronics</i>		Spring 2003
	<i>Grader for 902 36500: Digital System Design</i>		Fall 2002
AWARDS	<p>National University of Singapore</p> <ul style="list-style-type: none"> NUS Research Scholarship, 2009–2013 <p>Google Desktop Gadget Contest</p> <ul style="list-style-type: none"> Honorable Mention, 2006 		

	<p>IEEE Computer Society International Design Competition (CSIDC) 2003</p> <ul style="list-style-type: none"> • 1st Place, 2003 <p>IEEE Computer Society International Design Competition (CSIDC) 2001</p> <ul style="list-style-type: none"> • 5th Place, 2001
PUBLICATIONS	<p>Yih-Lun Huang and Tim Marsh. Software Patterns of User Experience: Giving Software Developers More Say in the Design Process. DPPI 11, the 5th conference on Designing Pleasurable Products and Interfaces, Milan, Italy, Jun 2011.</p> <p>Yih-Lun Huang, Tim Marsh and Adrian David Cheok. Investigation of Software Patterns of User Experience. ACE2010, 7th International Conference on Advances in Computer Entertainment Technology, Taipei, Taiwan, Nov 2010.</p> <p>Tim Marsh, Wee Ling Wong, Eduardo Carriazo, Luciano Nocera, Kiyounng Yang, Aditiya Varma, Hyunjin Yoon, Yih-Lun Huang, Chris Kyriakakis and Cyrus Shahabi. User Experiences and Lessons Learned from Developing and Implementing an Immersive Game for the Science Classroom. The 11th International Conference on Human-Computer Interaction, Las Vegas, Nevada, USA, July 2005</p>
MEMBERSHIPS	<p>Association for Computing Machinery (ACM)</p> <ul style="list-style-type: none"> • <i>Member</i>, since 2003 <p>Institute of Information & Computing Machinery (IICM)</p> <ul style="list-style-type: none"> • <i>Member</i>, since 2002
EXTRACURRICULAR	<p>German Culture Club, National Taiwan University</p> <p><i>Archives manager</i> September 1999 to January 2000</p> <ul style="list-style-type: none"> • Responsible for storing and maintaining the documentations generated during the activities.
MISCELLANEOUS	<p>Citizenship: Taiwan</p> <p>Language: Chinese (Mandarin), English, Taiwanese</p>
REFERENCES	<p>Available upon request</p>

Last updated: July 27, 2011