Ron Yih-Lun Huang

CONTACT Information Keio-NUS CUTE Center

National University of Singapore

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

Mobile: (+65) 9046-6805

• Adviser: Prof. Cyrus Shahabi

• Area of Study: Human-Computer Interaction

National Taiwan University, Taipei, Taiwan

B.S., Electrical Engineering

June 2002

• Computer Science specialization

AWARDS

National University of Singapore

• NUS Research Scholarship, 2009–2013

Google Desktop Gadget Contest

• Honorable Mention, 2006

IEEE Computer Society International Design Competition (CSIDC) 2003

• 1st Place, 2003

IEEE Computer Society International Design Competition (CSIDC) 2001

• 5th Place, 2001

RESEARCH INTERESTS Human-computer interaction, end-user programming, software engineering, serious games

RESEARCH EXPERIENCE Graduate Class Projects

- 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, *Look Mom! No Touchpad*, 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.

Undergraduate Work

- Designed system to broadcast multimedia contents onto Bluetooth-enabled devices.
- Utilized XML as the storage backend for websites.

External Reviewer

• Reviewer for IEEE CSIDC 2002 submission proposal.

PUBLICATIONS

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.

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.

Tim Marsh, Wee Ling Wong, Eduardo Carriazo, Luciano Nocera, Kiyoung 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

ACADEMIC EXPERIENCE

Teaching Assistant

TA for NM3226: Interactive Entertainment Design Methods

Fall 2010

• Assisted students on developing machinima.

Lab instructor for 902 39110: Computer System Laboratory

Spring 2003

 Responsible for lecture and supervision of laboratory where senior undergraduate students design and implement embedded system based on Intel 8051 microcontroller.

Lab instructor for 902 39120: Computer Network Laboratory Spring 2003

- 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.

Lab instructor for 902 37300: Digital Circuit Laboratory

Fall 2002

• Responsible for lecture and supervision of laboratory where senior undergraduate students design and implement digital circuitry using FPGA.

Grader for 902 21400: Digital Electronics

Spring 2003

Grader for 902 36500: Digital System Design

Fall 2002

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 framworks 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.

Memberships

Association for Computing Machinery (ACM)

• Member, since 2003

Institute of Information & Computing Machinery (IICM)

• Member, since 2002

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

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

Applications: Emacs, TFX (LATFX, BIBTFX), Word, Excel, GIMP

Operating Systems: Linux, Apple Mac OS X, Android, Apple iOS, Microsoft Windows family

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

EXTRACURRICULAR German Culture Club, National Taiwan University

 $Archives\ manager$

September 1999 to January 2000

• Responsible for storing and maintaining the documentations generated during the activities.

MISCELLANEOUS Citizenship: Taiwan

Language: Chinese (Mandarin), English, Taiwanese

References Available upon request