

Ron Yih-Lun Huang

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Objective	Seeking position as a software developer in an organization that requires creativity in designing novel user interfaces, as well as knowledge in improving user experience and system usability.	
Summary	Seasoned developer with usability and user experience in mind. Led and participated various projects and international competitions. Demonstrated talent for analyzing problems and finding innovative solutions. Familiar with human-computer interaction, various programming languages and web standards. Highly motivated, always staying connected with the latest trends in leading technologies.	
Experience	Software Engineer	June 2013 - Now
	Hewlett-Packard Company, Taipei, Taiwan	
	<ul style="list-style-type: none">• Architected web service for test automation used across test teams within HP.• Designed various DevOps processes, such as repeatable development environment with Vagrant and Puppet, continuous integration pipeline with Jenkins, release management with Git and Maven, network monitoring with Nagios, etc.• Integrated web service with an internal Linux platform, which involves package creation and signature process, installation/upgrade procedure, high-availability cluster management, backup/restore mechanism, authentication/authorization, indexing and searching capability, etc.• Developed test tool for server virtualization, including Microsoft Hyper-V and VMware vSphere.	
	Staff Engineer	October 2011 - December 2012
	Generalplus Technology Inc., Taipei, Taiwan	
Experience	<ul style="list-style-type: none">• Ported Android operating system (hardware abstraction layer and above) onto custom designed ARM system-on-a-chip solution.• Implemented new features and enhanced build system to support sophisticated customization requirements from customers.• Refactored existing porting implementation to comply with Android standards and idioms. Greatly reduced porting time frame between major Android releases.• Maintained and synchronized internal repositories with Android upstream.	
	Ph.D. Student	July 2009 - June 2011
	National University of Singapore, Singapore	
	<ul style="list-style-type: none">• Worked on <i>Software Patterns of User Experience</i>, a collection of the best practices within the user experience design domain. But instead of targeting end-users and designers, these patterns are transcribed in language familiar to developers.	
	Advanced Software Engineer	December 2007 - June 2009
Experience	Sunplus mMedia Inc., Taipei, Taiwan	
	<ul style="list-style-type: none">• Developed a complete software development kit for digital photo frame.	
	Software Engineer	February 2005 - December 2007
	Compal Communications Inc., Taipei, Taiwan	
	<ul style="list-style-type: none">• Ported various in-house and off-the-shelf GUI frameworks onto feature phones.• Developed a C-based object-oriented GUI framework, including code generator and automated test framework for feature phone.• Optimized display performance for GUI framework.	

Education	M.S. Computer Science	December 2004
	University of Southern California, Los Angeles, California USA Major GPA: 3.95, Area of study: Human-Computer Interaction	
	B.S. Electrical Engineering	June 2002
	National Taiwan University, Taipei, Taiwan Major GPA: 3.73	
Skills	Programming Language:	Python, C, Lua, JavaScript, C++, Shell scripting, Go, SQL
	Tools:	Emacs, Git, Subversion, Regular expression, Maven, Vagrant, Puppet, Jenkins, Ansible, Docker, Makefile, HTML, CSS
Projects (Selected)	Mid-Autumn BBQ → http://bbq.hng.tw/y2011	September 2011
	Python, JavaScript, HTML, CSS	
	<ul style="list-style-type: none"> Food voting platform for Mid-Autumn BBQ. Built-in Facebook integration and gamification (achievements and badges.) 	
	Where is Makkah → http://github.com/ronhuang/where-is-makkah	July 2011
	C#, XAML	
	<ul style="list-style-type: none"> Windows Phone 7 app that shows the direction to Makkah (Mecca.) 	
	Vistroller → http://github.com/ronhuang/vistroller	May 2011
	C, Java, C++	
	<ul style="list-style-type: none"> Arduino shield that captures inputs from PS2 controller and renders augmented reality markers onto the connected LCD panel in real-time. Android library that translates captured markers (from Camera) into key events. Game can easily incorporate Vistroller and play through PS2 controller. 	
	Baba Painter → http://baba.ronhuang.org/	February 2011
	Objective-J, Python	
	<ul style="list-style-type: none"> An experimental restoration installation for experts to practice their skills. Also serve as creation of fun and social networking activities for general public. 	
Awards (Selected)	NUS Research Scholarship	July 2009
	National University of Singapore	
	Honorable Mention	June 2006
	Google Desktop Gadget Contest, Google	
	First Place	June 2003
	4 th Annual Computer Society International Design Competition, IEEE	
Publications (Selected)	Software Patterns of User Experience: Giving Software Developers More Say in the Design Process	Jun 2011
	5 th Conference on Designing Pleasurable Products and Interfaces, Milan, Italy Yih-Lun Huang and Tim Marsh	
	Investigation of Software Patterns of User Experience	November 2010
	7 th Conference on Advances in Computer Entertainment Technology, Taipei, Taiwan Yih-Lun Huang, Tim Marsh and Adrian David Cheok	