

# Weiyue Lin

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Portfolio: <https://april3167.github.io>

## EDUCATION

### Peking University

Sep. 2021 – present

M.S. in Digital Arts and Technology Communication, School of Software & Microelectronics

*Recommended postgraduate*

**Major GPA:** 3.69/4.0

**Core Course:** Game Engines and Game Development, Digital Image Processing, Interactive Media Design, User Experience Design, Game Design and Development, Computer Animation

### Xiamen University

Sep. 2017 – Jul. 2021

B.S. in Digital Media Technology, School of Informatics

**Major GPA:** 3.62/4.0; **Ranking:** 2/68

**Core Course:** C/C++ Programming Language, Data Structures and Algorithms, Computer Graphics, Principle of Human-Computer Interaction, Interaction Design, Game Design and Development

## PUBLICATIONS

- [1] **Weiyue Lin**, Ting Li, Liu Liu, and Qian Zhu. “Unfold and Go Touch”: A Portable Method for Making Existing Touchscreens Accessible to Blind and Low Vision People in Self-Service Terminals. DOI: <https://dl.acm.org/doi/10.1145/3544549.3585819> (**CHI23 - LBW**)
- [2] **Weiyue Lin**, Haoran Hong, Yingying She, and Baorong Yang. Landscape Rippling: Context-based water-mediated interaction design. DOI: <https://onlinelibrary.wiley.com/doi/abs/10.1002/cav.2064> (**CAVW22**)
- [3] Haoran Hong, **Weiyue Lin**, Genshen Li, Hiroki Kobayashi, Yingying She, Yiran Chen, Pintong Xiao, Yinan Fu, and Jiayi Lei. Evergreen: A Mixed Reality Transformation for Experiencing Plant Dyeing. (**AHFE 2023**) (In publication process)
- [4] Yalan Luo, **Weiyue Lin**, Yuhan Liu, Xiaomei Nie, Xiang Qian, and Hanyu Guo. Wesee: Digital Cultural Heritage Interpretation for BLV People. (**INTERACT23**) (In publication process)
- [5] Jiefeng Li, Yingying She, Lin Lin, Yalan Luo, Hao He, **Weiyue Lin**, and Shengjing Hou. An approach of short advertising video generation using mobile phone assisted by robotic arm. DOI: [https://link.springer.com/chapter/10.1007/978-3-030-61864-3\\_14](https://link.springer.com/chapter/10.1007/978-3-030-61864-3_14) (**CGI20**)

## ACADEMIC EXPERIENCE

### Making Existing Touchscreens Accessible to Blind and Low Vision People in Self-Service Terminals

*HUAWEI HMI lab*

Jul. 2022 – Jan. 2023

- The project aims to propose an interactive method to allow BLV people to access both touchscreens of SSTs with mobile phones
- Responsible for investigating and analyzing BLV user requirements and functions of the tool
- Responsible for designing product form and interaction mode
- Participated in technical solution planning and team coordination of the project
- Conducted a preliminary experiment to evaluate the effectiveness of this interactive mode

### Digital Cultural Heritage Interpretation for Blind and Low Vision People

*Tsinghua Shenzhen International Graduate School*

Jul. 2022 – Jan. 2023

- The project aims to design and implement an interactive platform that can be used in museums to help BLV people experience cultural heritage more independently and interactively
- Proposed a cultural heritage interpretation model for BLV people
- Participated in designing interaction prototype and developing the interactive platform *Wesee*
- Conducted a preliminary experiment with 20 BLV participants to evaluate the effectiveness of this platform

### **Context-based Water-mediated Interaction System Design and Implementation**

*Xiamen University*

Jan. 2021 – Jun. 2022

- This project aims to eliminate the boundary between users and the context of with water as the medium
- Responsible proposing a water-mediated interaction design model with a corresponding user experience model
- Participated in implementing a water-mediated interaction system *Landscape Rippling* with Unity3D
- Conducted user experience tests to evaluate the effectiveness of this water-mediated interaction design model

### **A Mixed Reality Transformation for Experiencing Plant Dyeing**

*Xiamen University*

Sep. 2019 – Jan. 2020

- The project aims to proposed an innovated transformation of interactive plant dyeing exhibition, and implemented a mixed-reality interaction space that allows people to experience plant dyeing
- Participated in proposing an innovated transformation of interactive plant dyeing exhibition
- Responsible for designing the interactive process of *Evergreen*, a mixed-reality interaction space
- Responsible for developing master control program with Unity3D engine and Kinect 2.0

### **An Approach of Short Advertising Video Generation Using Mobile Phone Assisted by Robotic Arm**

*Xiamen University*

Aug. 2020 – Jun. 2021

- The project aims to transform professional composition and imaging of advertising videos into an automatic shooting process during the production of short advertising video, assisted by a robotic arm
- Participated in analyzing the professional composition and imaging of advertising videos
- Participated in designing designing interaction mode and the short advertising video generation procedure

### **When Marionettes Meet Robots: A New Interactive Form of Ancient Marionette Control Techniques**

*Xiamen University*

Aug. 2019 – Aug. 2020

- The project aims to transform the mechanism of Quanzhou marionette action control model into robots and achieve a flexible and diverse action control effect
- Participated in investigating an analyzing the mechanism of Quanzhou marionette action control model
- Participated in planning a puppet show and conducting an experiment to evaluate the accuracy of puppet's action control and users' experience

## **WORK EXPERIENCE**

**HUAWEI** HMI Lab

Jun. 2022- Dec. 2022

**ID & UX Designer - Human Computer Interaction Experience Designer (full-time internship)**

Shenzhen, China

- A project in charge published a paper on CHI23-EA, and was awarded Huawei's potential high-value patent
- Mainly participated in an accessible interaction research, responsible for the design, technical solution planning and coordination of the project
- Participate in the interaction design and demo production of a project related to wearable devices

- Responsible for the insight, planning and design of human-computer interaction experiences, and design the future human-computer interaction experience, cooperate with the technical team to deliver the experience prototype and continue to polish it

#### **Blackbow**

Mar. 2021-Apr. 2021

##### ***Interactive Installation Engineer (part-time internship)***

Beijing, China

- Participated in the interaction design and implementation of [a multiverse immersion theater](#)
- Designed and implemented a real-time interactive music visualization in a mixed reality show

#### **Seeeklab**

Jun. 2021– Aug. 2021

##### ***Interactive Installation Designer (full-time internship)***

Xiamen, China

- Responsible for the design proposal of [a large-scale emotional Healing Space project in Suzhou High School](#)
- Participated in the interaction design of three commercial projects
- According to different project requirements and user types, complete the proposal of the interactive scheme, and complete the scheme refinement work independently

## **HONORS**

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2021	<b>Outstanding Graduate of Xiamen University</b>
2020	<b>National University Student Network Culture Festival: The Second Prize</b>
2020	<b>China College Students Computer Design Competition: The Third Prize</b>
2019	<b>China-US Young Maker Competition (Final): Excellent Award</b>
2019	<b>China-US Young Maker Competition (Xiamen Division): The First Prize</b>
2018	<b>Xiamen University Merit Student Honor</b>

## **SKILLS AND INTERESTS**

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*Have interdisciplinary learning ability and excellent skills in both design and programming.*

**Design:** Fluence in interaction prototype design with Mockplus and vision design with

**Programming:** C/C++, Unreal4, Unity, interactive devices (Kinect v2, Leap Motion, etc.)

**Research:** Surveys, Prototyping, Design of experiments, Statistical analysis, Interviews

**Research interest:** Human-Computer Interaction, Accessibility, Mixed Reality, Multi-Modal Interaction