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: 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 **(CGI20)**

ACADEMIC EXPERIENCE

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 blind and low vision(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

A Portable Method for 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

Landscape Rippling: Context-based Water-mediated Interaction Design

Xiamen University Jan. 2021 – Jun.2022

• This project aims to eliminate the boundary between users and the context of water as the medium

• Responsible for 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 propose an innovative transformation of interactive plant dyeing exhibition and implemented a mixed-reality interaction space that allows people to experience plant dyeing

• Participated in proposing an innovative transformation of an interactive plant dyeing exhibition

•Responsible for designing the interactive process of *Evergreen*, a mixed-reality interaction space with a somatosensory controlling function

• Responsible for developing a 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 the 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 interaction mode and the short advertising video generation procedure

Practically, we applied our approach to two kinds of robotic arms and the results showed that a robotic arm assist solution can highly enhance the efficiency and effect of making a short advertising video

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

Xiamen University Aug. 2019 – Aug. 2020

Content: Quanzhou Marionette Show, one of string-pulled puppetry, is an outstanding representation of Chinese ancient performance. With the continuous improvement of the marionette structure and the action control mode in millennium history, the marionette's action is more and more vivid and live and has formed an outstanding string manipulating rules. Based on the Quanzhou marionette action control model, the same mechanism was transformed into robots and achieved a flexible and diverse action control effect in this context. At the same time, interactive devices and context were also adopted in the puppet show, attracting the audience to actively participate in the puppet's action control, and experience the joy of the marionette show.

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 **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 at 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

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

SKILLS AND INTERESTS

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

Design: Fluence in interaction prototype design with Mockplus and vision design with PS, PR, and AI

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-Model Interaction