

Weiye Lin

School of Software & Microelectronics, Peking University | (+86) 18960110978 | linweiyue@stu.pku.edu.cn

Portfolio: <https://weiyue-lin.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

-
- **Weiye 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**)
 - **Weiye 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**)
 - Haoran Hong, **Weiye 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*)
 - Yalan Luo, **Weiye Lin**, Yuhan Liu, Xiaomei Nie, Xiang Qian, and Hanyu Guo. Wesee: Digital Cultural Heritage Interpretation for BLV People. DOI: https://link.springer.com/chapter/10.1007/978-3-031-42280-5_8 (**INTERACT23**)
 - Jiefeng Li, Yingying She, Lin Lin, Yalan Luo, Hao He, **Weiye 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 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 and 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

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 accessibility research, responsible for the design, technical solution planning, and coordination of the project; Participated in the interaction design and demo production of a project related to wearable devices

[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

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

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 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