Yu-Jen Lin

Creative Software Engineer

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EDUCATION

University of Michigan, School of Information
Ann Arbor, MI | 2011 - 2014
M.S.I. in Human-Computer Interaction

National Taiwan University
Taiwan | 2005 - 2009
B.S. in Electrical Engineering

SELECTED SKILLS

GAME ENGINE
Unity 3D | OpenFrameworks
Unreal

MOBILE PLATFORM
Android | JAVA
iOS | Objective-C

WEB DESIGN
HTML5 | CSS | JavaScript
Jekyll | Flask | Node.js
AngularJS

PHYSICAL PROTOTYPING
Arduino | Rhino 3D
SOLIDWORKS | 3D Printing
CNC-Routing | Laser Cutting

GRAPHIC DESIGN
Illustrator | Photoshop

SELECTED COURSES

Machine Learning
Computer Vision
Game Design
Digital Fabrication
Web Design and Python (as TA)

RELEVANT WORK EXPERIENCE

Product Design Prototyper

Meta Platforms, Reality Labs - Research
Redmond, WA | Mar 2020 - Present
- Develop prototypes to experientialize a variety of concepts on how VR/AR with AI assistant can create an ultra-low friction future
- Work with Research Scientists and Engineers to spin up various internal hardware and software prototypes
- Work with User Experience Researchers to develop user study experiences that help us understand human perceptions, product usabilities, and more

Software Developer

Universal Creative
Orlando, FL | Jun 2016 - Aug 2016, Aug 2017 - Jan 2020
- Designed and developed interactive theme park attraction prototypes with a wide range of software and hardware solutions including face tracking, image recognition, skeletal tracking and AR/VR headset
- Designed user studies to define interaction design guidance that help project team making proper design decision
- Developed Unity system architecture pipeline, coding guidelines and code review process to improve internal codebase's readability and maintainability

Software Engineer Intern

Tanvas
Chicago, IL | Jun 2015 - Aug 2015
- Designed Android haptic applications which demoed the surface haptic technology in academic and industrial conferences
- Designed the preliminary SDK framework for Android developers to communicate with the hardware

Creative Software Engineer

TechArt Group
Taiwan | May 2012 - Aug 2013
- Designed UX interaction flows and mockups, and implemented the prototype into real products
- Surveyed and implemented state-of-art research papers including computer vision and machine learning that suits different projects' need

SELECTED PROJECTS

Retina Resolution Prototype
Redmond, WA | 2021
- Developed the software stack that spins up a series of internal retinal resolution VR headset prototypes with display correction and tracking solutions integrated
- Built debugging tools to support firmware engineers validating and adjusting hardware
- Designed and developed an interactive VR experience to show the benefit retina resolution VR can bring
- Mark Zuckerberg posted about the experience on his public Facebook. The project helps define future VR roadmaps

Mario Kart: Koopa's Challenge, Universal Studio Japan
Orlando, FL | 2018 - 2019
- Developed the software stack that renders on in-house VR headset with optics correction and 6-dof tracking
- Developed the platform for internal gameplay design on a motion base
- Developed networking infrastructure across multiple ride vehicles for multiplayer experience

Stranger Things Pop-Up Experience, Universal Studio - Halloween Horror Nights
Orlando, FL | 2019
- Worked with Microsoft to publish an interactive experience that integrates skeletal tracking, voice recognition, and physical props

Hagrid's Magical Creatures Motorbike Adventure, Universal Studio Orlando
Orlando, FL | 2018 - 2019
- Developed a visual simulation platform on Unity to test rollercoaster control logic before the track is built

The Secret Life of Pets: Off the Leash, Universal Studio Hollywood
Orlando, FL | 2018
- Developed the interactive experience that uses facial features tracking to turn guests into cats and dogs

Magic Table
Ann Arbor, MI | 2017
- Built a multitouch table that can recognize finger points and physical objects with computer-vision-based methods. Used ultra-wideband tag to support in-air distance detection between tokens

Hulk VR Preview Center
Orlando, FL | 2016
- Developed a VR 360 video experience.
- Improved the applications' UX workflow to speed up staffs with loading, charging and cleanup process

A Dream Journey In Taipei
Taiwan | 2013
- The first exhibition highly integrated with more than 500 playable android smartphones which simultaneously communicated with distributed servers
- Designed and Developed the smartphone application with Augmented Reality and Wi-Fi in-door localization system