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 | Node.js

PHYSICAL PROTOTYPING

Arduino | Rhino 3D

SOLIDWORKS | 3D Printing

CNC-Routing | Laser Cutting

GRAPHIC DESIGN

Illustrator | Photoshop

Figma

SELECTED COURSES

Machine Learning

Computer Vision

Game Design

Digital Fabrication

Web Design and Python (as TA)

RELEVANT WORK EXPERIENCE

Samsung Research America | UX Engineer Lead

Remote, WA | June 2024 - Present

- Leading the UX engineering team on a confidential extended reality (XR) project

Meta, Reality Labs Research | Research Prototyper

Redmond, WA | Mar 2020 - June 2024

- Developed innovative prototypes to demonstrate how VR/AR combined with AI assistants can create seamless user experiences
- Collaborated with research scientists and engineers to rapidly create various internal hardware and software prototypes
- Partnered with UX researchers to design studies focused on human perception, usability, and product interactions

Universal Creative | Software Developer

Orlando, FL | Jun 2016 - Aug 2016, Aug 2017 - Jan 2020

- Designed and developed interactive theme park attraction prototypes utilizing diverse software and hardware solutions, including face tracking, image recognition, skeletal tracking, and AR/VR headsets
- Conducted user studies to inform interaction design guidelines
- Established Unity system architecture pipelines, coding standards, and code review processes

Tanvas | Software Engineer Intern

Chicago, IL | Jun 2015 - Aug 2015

- Developed Android haptic applications to showcase surface haptic technology at academic and industrial conferences
- Designed the initial SDK framework for Android developers to facilitate communication with haptic hardware

TechArt Group | Creative Software Engineer

Taiwan | May 2012 - Aug 2013

- Designed UX interaction flows and mockups, implementing prototypes into real-world products
- Integrated advanced computer vision and machine learning techniques from academic research to meet project needs

SELECTED PROJECTS

Retinal-Resolution Varifocal VR (Butterscotch Varifocal) | Meta

Redmond, WA | 2023

- Led the development of an immersive VR experience to demonstrate the benefits of varifocal technology, developed in collaboration with research scientists and engineers
- Showcased at SIGGRAPH 2023, where the prototype received accolades, including recognition in the Digital Content Association of Japan's Official Selection

Retina Resolution VR (Butterscotch) | Meta

Redmond, WA | 2021

- Built software for internal VR headset prototypes with display correction and tracking, along with debugging tools for hardware validation
- Created an interactive VR demo highlighting the benefits of retinal resolution technology, endorsed publicly by Mark Zuckerberg

Mario Kart: Koopa's Challenge | Universal Creative

Orlando, FL | 2018 - 2019

- Developed software for in-house VR headsets with optics correction and 6-DOF tracking, enabling multiplayer experiences across ride vehicles

Stranger Things Pop-Up Experience | Universal Creative

Orlando, FL | 2019

- Collaborated with Microsoft to deliver an interactive experience that integrated skeletal tracking, voice recognition, and physical props

Hagrid's Magical Creatures Motorbike Adventure | Universal Creative

Orlando, FL | 2018 - 2019

- Developed a Unity-based visual simulation platform to test roller coaster control logic before track construction

The Secret Life of Pets: Off the Leash | Universal Creative

Orlando, FL | 2018 - 2019

- Created an interactive experience using facial feature tracking to transform guests into cats and dogs

Hulk VR Preview Center | Universal Creative

Orlando, FL | 2016

- Developed a 360-degree VR video experience and optimized UX workflows for loading, charging, and cleaning processes.

A Dream Journey In Taipei | TechArt Group

Taiwan | 2013

- Led development of an exhibition with 500+ interactive Android smartphones, featuring augmented reality and indoor Wi-Fi localization.