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

Three years of studies in pursuit of PhD (Sep 2014 - May 2017)

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
3D Printing | Vinyl Cutting
Laser Cutting | CNC-Routing

GRAPHIC DESIGN

Illustrator | Photoshop

SELECTED COURSES

Machine Learning
Computer Vision
Game Design
Digital Fabrication

RELEVANT WORK EXPERIENCE

Software Developer

Universal Creative

Orlando, FL | Aug 2017 - present

- Design and develop interactive theme park attraction prototypes with a wide range of software and hardware including face tracking, image recognition, skeletal tracking and AR/VR headset
- Design and conduct user testing, define interaction design guidance that help project team making proper design decision
- Develop Unity system architecture pipeline, coding guideline and code review process to improve internal codebase's readability and maintainability

Software Engineer Intern

Universal Creative

Orlando, FL | Jun 2016 - Aug 2016

- Prototyped VR and Hololens applications and evaluated the potential of incorporating these future technologies in the theme park
- Ran VR shows in the park which accommodated more than 1500 guests per day

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 research papers including computer vision and machine learning that suits different projects' need

SELECTED PROJECTS

Magic Table

Ann Arbor, MI | 2017

- Built a multitouch table that can recognize finger points and physical objects with computer-vision-based methods
- Designed and constructed both hardware and software components from scratch
- Used ultra-wideband tag to support in-air distance detection between tokens

SELECTED PROJECTS

Comic Reader

Ann Arbor, MI | 2017

- Built a comics reading desktop application which parsing content from multiple online sources to provide a more user friendly reading experience
- Designed and implemented the software architecture based on MVVM framework on Electron (Node.js)
- Led and maintained this open source project on Github with three core contributors

Hulk VR Preview Center

Orlando, FL | 2016

- Maintained and implemented new features to a GearVR app by using Android native
- Improved the applications' UX workflow to speed up staffs with loading, charging and cleanup process

Lux

Ann Arbor, MI | 2016

- Designed and Built a 2D platform game with Unity
- Implemented the character's control mechanism and Enemy's AI

Olegoru

Ann Arbor, MI | 2014

- A soundscape composition tool to enhance children's imaginative storytelling with tangible objects
- Present in TEI'15 Work in Progress Demo Session

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
- Won 2 2014 American Alliance of Museum MUSE Silver Awards

PROFESSIONAL ACTIVITIES

DOIIIT Maker Space Co-Founder

Ann Arbor, MI | 2014 - 2017

- Setup a hardware space to built up a maker culture in School of Information. Consulted students projects and coordinated machine tools including laser cutter, 3D-printer and more.

AWADRS

UMSI expoSItion 2017 Academic/Research Award - 1st Prize

University of Michigan, School of Information

UMSI expoSItion 2016 Academic/Research Award - 1st Prize

University of Michigan, School of Information

2014 MUSE Award - Games and Augmented Reality : Silver Prize

American Alliance of Museum

2014 MUSE Award - Mobile Applications: Silver Prize

American Alliance of Museum

UMSI expoSItion 2012 Best Overall Award - Sgraffi (iOS Drawing App)

University of Michigan, School of Information