

# Yung-Ta Lin

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## PATENTS

### US10990843B2: Method and electronic device for enhancing efficiency of searching for regions of interest in a virtual environment

Yung-Ta Lin, Yi-Chi Liao, Shan-Yuan Teng, Yi-Ju Chung, Li-Wei Chan, Bing-Yu Chen

## PUBLICATIONS

### Outside-In: Visualizing Out-of-Sight Regions-of-Interest in a 360 Video Using Spatial Picture-in-Picture Previews.

Yung-Ta Lin, Yi-Chi Liao, Shan-Yuan Teng, Yi-Ju Chung, Liwei Chan, Bing-Yu Chen.

ACM UIST 2017, Québec, Canada

### Shadow: One-dimensional Proactive Sensing for Enlarging Gesture-interaction Space

Yung-Ta Lin, Jui-Chun Hsiao, Yi-Chi Liao, Rong-Hao Liang, Bing-Yu Chen.

AUI 2016 Honorable Mention, Tokyo, Japan

TAICHI 2016 Best Poster

### Way Out: A Multi-Layer Panorama Mobile Game Using Around-Body Interactions.

Shan-Yuan Teng, Mu-Hsuan Chen, Yung-Ta Lin

ACM CHI 2016, Denver, USA

## Skill Tree

JavaScript HTML/CSS React.js  
Redux React-router React-intl  
Storybook Webpack npm/yarn  
Unity 3D C# C Java Git

## Languages

Mandarin English (TOEFL 95 / 120)

## WORK EXPERIENCE

### Perfect Corp.

(2020 - Present)

Web Front-End Engineer @ Server Team

- In responsible for maintaining the *Cosmetic-Web* project, which was a single-page application, including in-app-purchase, content store, etc. Built with React.js & Redux and embedded in our virtual makeup apps. (*YouCam* series apps count for over 1B downloads worldwide)
- Implemented features requested from the app team and monetization team. Features were expected to be responsive, cross-browser, and international. Requests also included A/B tests mainly for group promotion and new UI testing.
- Analyzed and optimized frond-end performance by reducing build size, i.e. after parsed & gzipped, by 43% (320kB) of all entries. The following steps were taken: (1) Migrated Webpack from v3 to v4 to enable code-splitting of CSS bundle. (2) Extracted common components and functions (3) Replaced giant 3rd-party libraries (4) Imported language pack dynamically.
- Conducted recharge meetings (group study) covering front-end performance metrics and HTTP security headers in front of members from same department.

### GaussToys Inc.

(2017 - 2018)

Game Developer

- Developed 15 apps for iOS, macOS & Windows including games and utilities using Unity 3D & Processing.
- Integrated the magnetic sensor board to enable tangible interaction.
- Demonstrated our products in Hong Kong CES 2018, Taipei Innovex 2018, & Essen Spiel 2018.

## EDUCATION

### National Taiwan University

(2014 - 2017)

Master, Computer Science & Information Engineering

GPA 3.97

- Concentration - Human-Computer Interaction @ Communications and Multimedia Lab
- Master Thesis - "Outside-In: Visualizing Out-of-Sight Regions-of-Interest in a 360 Video Using Spatial Picture-in-Picture Previews"
- Advisor - Prof. Bing-Yu Robin Chen & Prof. Liwei Chan

### National Taiwan University

(2010 - 2014)

Bachelor, Computer Science & Information Engineering

GPA 3.95, 20 / 128

## SIDE PROJECTS

### Tsai Bro Pro Betel Nut Generator

Inspired from the Facebook fan page "財哥專業檳榔攤"

- Integrated natural language processing library in node.js server to split a Chinese sentence into words.
- Generated the final image using canvas API and deployed to Heroku.

### Nogifiles

A Tool for Quickly Looking Up Member's Profiles of Nogizaka 46

- Built with React.js & React-router and deployed to Github page.
- Designed material-style & mobile friendly UIs and fulfilled using CSS.

### Quad 9

An Android app provides secured DNS connection

- Collaborated with an IBM intern and in charge of the UI design.