

# LIN YUNG-TA

## LYNDA LIN

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## EDUCATION

- ☑ **National Taiwan University**  
Sep 2014 - Aug 2017  
Taipei, Taiwan

### Master of Computer Science & Information Engineering

- **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
- **GPA** - 3.97 / 4.3
- **Coursework** - Computer Graphics, Software Engineering, Design Patterns, Game Programming, Human Computer Interaction, IoT

- ☑ **National Taiwan University**  
Sep 2010 - June 2014  
Taipei, Taiwan

### Bachelor of Computer Science & Information Engineering

- **Independent Study** - "First Person Motorcycle Riding Simulator"
- **Advisor** - Prof. Hsin-Mu Michael Tsai
- **GPA** - 3.95 / 4.3      **Overall Rank** - 20 / 128
- **Coursework** - Algorithms & Data Structures, Object-Oriented Programming, Web Programming, Digital Image Processing

## EMPLOYMENT

- ☑ **GaussToys Inc.**  
Sep 2017 - Nov 2018  
Taipei, Taiwan

### Game Developer

- Developed 15 applications for iOS, macOS & Windows including games and utilities using Unity 3D & Processing.
- Integrated GaussSense(Magnetic Sensor Board) to enable tangible interaction.
- Collaborated with the visual designer and communicated with the project manager.
- Demonstrated the applications in Hong Kong CES 2018, Taipei Innovex 2018, & Essen Spiel 2018
- Utilized: Game Development, Unity 3D, Processing, C#, Java, Xcode, Git

## SOFTWARE PROJECTS

- ☑ **Nogifiles:**  
A Tool for Quickly Looking Up  
Member's Profiles of Nogizaka 46

- Built a profile look-up system especially for mobile device using react router with hash router.
- Designed material design style UI and implemented in CSS.
- Utilized: Javascript, React.js, React Router, HTML/CSS
- GitHub: <https://github.com/lynda0214/nogifiles/tree/master>

- ☑ **Tsai Bro Pro Betel Nut Generator:**  
A Tool for Generating Tsai Bro Style Picture

- Inspired from the Facebook fan page "財哥專業檳榔攤", and try to make the generator.
- Integrated natural language processing library in node.js server to split Chinese sentence into vocabularies.
- Implemented output image using canvas and applied Bootstrap grid system.
- Utilized: Javascript, node.js, HTML/CSS, AJAX, Bootstrap, Heroku, Responsive
- Github: <https://github.com/lynda0214/TsaiBroProBetelNutGenerator>

- ☑ **Lyric Display:**  
A Tool for Displaying Projection Lyrics Used in  
Performance

- Inspired from the redundant chores that musical club performance have to make lyric slides repeatedly.
- Designed a system that read pure text and display like slides.
- Implemented two versions on different platforms including web and standalone.
- Utilized: HTML/CSS, JavaScript, JQuery, Unity 3D, C#
- Github: [Web] <https://github.com/lynda0214/lyricDisplay>  
[Standalone] <https://github.com/lynda0214/lyricDisplayUnity>

## 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.  
In proceedings of the 30th annual ACM symposium on User Interface Software and Technology (UIST'17). ACM, New York, NY, USA.
- ☑ **Way Out: A Multi-Layer Panorama Mobile Game Using Around-Body Interactions.**  
Shan-Yuan Teng, Mu-Hsuan Chen, Yung-Ta Lin.  
In proceedings of the 2016 CHI Conference Extended Abstracts on Human Factors in Computing Systems. ACM, New York, NY, USA.

## SKILLS

- ☑ **Language** - (native) Chinese, (fluent) English
- ☑ **Programming Language** -  
Javascript, React.js, HTML/CSS, C#, C, Java, Python,
- ☑ **Tools** - Unity 3D, Arduino, Processing, Android Studio, Git
- ☑ **Applications** - VR, Hardware Prototyping
- ☑ **Design** - Illustrator, Photoshop, Premiere, After Effect, Sketch