

# Yung-Ta, Lin (Lynda)

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<https://lynda0214.github.io/>

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*Highly skilled Frontend Engineer with over 3 years of experience developing Web applications using React.js. Equipped with a strong background in Human-Computer Interactions concentrations, I am passionate about creating user interfaces that deliver exceptional user experiences.*

## PROFESSIONAL EXPERIENCE

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### Phase Software GmbH

Frontend Engineer II

Taipei, TW (Remote)

Jul. 2022–Jan. 2023

- Successfully implemented features and resolved bugs for the Phase project, a web application dedicated to creating motion graphics. Utilized React.js and a range of tools including Storybook, Styled-Component, and Tailwind CSS to deliver high-quality results.
- Spearheaded the creation of new official website mockups using Gatsby, a Static Site Generator, integrated with Strapi, a Content Management System, via GraphQL. This involved designing and developing a seamless user experience while ensuring efficient data management and retrieval.

### Perfect, INC.

Frontend Engineer

Taipei, TW

Mar. 2020–June 2022

- Responsible for maintaining and enhancing the Cosmetic-Web project, a single-page application embedded within our virtual makeup apps. This application, boasting over 1 billion worldwide downloads in the YouCam series, featured essential functionalities such as in-app purchases, content stores, and more. Developed using React.js and Redux, the project demanded meticulous attention to detail and a commitment to delivering a seamless user experience.
- Implemented requested features from both the app team and monetization team. These features were designed to be responsive, compatible across multiple browsers, and accessible to international users. Additionally, I successfully executed A/B tests, primarily focused on group promotion and new UI testing, providing valuable insights for data-driven decision-making and optimizing user engagement.
- Analyzed and optimized front-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 the CSS bundle.
  - (2) Extracted common components and functions
  - (3) Replaced giant 3rd-party libraries
  - (4) Imported language packs dynamically.
- Facilitated group study sessions within the department, covering essential topics such as front-end performance metrics and HTTP security headers. Led engaging discussions and presented valuable insights to fellow department members, promoting knowledge sharing and fostering a culture of continuous learning.

### GaussToys, INC.

Game Developer

Taipei, TW

Sep. 2017–Nov. 2018

- Developed and deployed 15 applications for iOS, macOS, and Windows platforms, encompassing a diverse range of genres including games and utilities. Utilized Unity 3D and Processing to deliver innovative and engaging user experiences. [[showcase 1](#)] [[showcase 2](#)] [[showcase 3](#)]

- Integrated magnetic sensor boards into applications, enabling tangible interaction and enhancing the usability and interactivity of the products.
- Showcased our cutting-edge products at prestigious technology events, including Hong Kong CES 2018, Taipei Innovex 2018, and Essen Spiel 2018, effectively demonstrating their features and generating excitement among attendees.

## EDUCATION

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### NATIONAL TAIWAN UNIVERSITY

Master of Computer Science and Information Engineering

Taipei, TW

Aug. 2017

- Concentration - Human Computer Interactions @ 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

Bachelor of Computer Science and Information Engineering

Taipei, TW

June. 2014

- GPA - 3.95
- Ranking - 20 / 128

## PUBLICATIONS

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### **Outside-In: Visualizing Out-of-Sight Regions-of-Interest in a 360 Video Using Spatial Picture-in-Picture Previews.** [[website](#)]

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** [[website](#)]

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, Taipei, Taiwan

### **Way Out: A Multi-Layer Panorama Mobile Game Using Around-Body Interactions.** [[website](#)]

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

- ACM CHI 2016, Denver, USA

## PATENTS

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### **US10990843B2: Method and electronic device for enhancing efficiency of searching for regions of interest in a virtual environment** [[website](#)]

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

## SKILL TREE

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- Programming: HTML5, CSS3, JavaScript ( ES5 / ES6 ), SCSS
- Libraries: Redux, React-Router, Styled Component, i18n, TailwindCSS, Lodash
- Frameworks: React.js, Gatsby.js Version Control: Git
- Tools: Webpack, Storybook
- Others: Sourcetree, Jira, Figma, Illustrator, PhotoShop
- Languages - Mandarin, English (TOEFL 95/120)