

Yu-Hsin Lin

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Education

National Taiwan University

Taipei, Taiwan

M.S. IN NETWORKING AND MULTIMEDIA (GPA 4.02/4.30)

2019 - 2021

- Thesis-based program, resulting in an award-winning publication **C.4**
- Advisor: Dr. Mike Y. Chen

National Taiwan University

Taipei, Taiwan

B.B.A IN INFORMATION MANAGEMENT

2015 - 2019

Publications

FULL PAPER

- C.6 Yu-Ling Chou*, Yu-Ling Chien*, **Yu-Hsin Lin**, Kung-Pai Lin, Faye Shih, Yung-Ju Chang. 2022. “Because I’m Restricted, 2–4 PM Unable to See Messages”: Exploring Users’ Perceptions and Likely Practices around Exposing Attention-management Information on IM Statuses. In Proceedings of the 2022 CHI Conference on Human Factors in Computing Systems (**CHI ’22**). * denote equal contribution.
- C.5 Po-Yao (Cosmos) Wang, Cong-He Xu, Ping-Yi Wang, Hsin-Yu Huang, Yu-Wei Chang, Jen-Hao Cheng, **Yu-Hsin Lin**, Lung-Pan Cheng. 2021. Game Illusionization: A Workflow for Applying Optical Illusions to Video Games. In Proceedings of the ACM Symposium on User Interface Software & Technology (**UIST’21**).
- C.4 **Yu-Hsin Lin**, Yu-Wei Wang, Pin-Sung Ku, Yun-Ting Cheng, Yuan-Chih Hsu, Ching-Yi Tsai, Mike Y. Chen. 2021. HapticSeer: A Multi-channel, Black-box, Platform-agnostic Approach to Detecting Video Game Events for Real-time Haptic Feedback. In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (**CHI ’21**). [Honorable Mention Award, top 5% of submissions.]
- C.3 Yu-Wei Wang, **Yu-Hsin Lin**, Pin-Sung Ku, Yōko Miyatake, Yi-Hsuan Mao, Po Yu Chen, Chun-Miao Tseng, Mike Y. Chen. 2021. JetController: High-speed Ungrounded 3-DoF Force Feedback Controllers using Air Propulsion Jets. In Proceedings of the 2021 CHI Conference on Human Factors in Computing Systems (**CHI ’21**).
- C.2 Sih-Pin Lai, Cheng-An Hsieh, **Yu-Hsin Lin**, Teepob Harutaipee, Shih-Chin Lin, Yi-Hao Peng, Lung-Pan Cheng, Mike Y. Chen. 2020. StrengthGaming: Enabling Dynamic Repetition Tempo in Strength Training-based Exergame Design. In 22nd International Conference on Human-Computer Interaction with Mobile Devices and Services (**MobileHCI ’20**).
- C.1 Shi-Hong Liu, Pai-Chien Yen, Yi-Hsuan Mao, **Yu-Hsin Lin**, Erick Chandra, Mike Y. Chen. 2020. HeadBlaster: a wearable approach to simulating motion perception using head-mounted air propulsion jets. ACM Transactions on Graphics (**SIGGRAPH ’20**)

DEMO

- D.3 Yu-Wei Wang, **Yu-Hsin Lin**, Pin-Sung Ku, Yōko Miyatake, Po-Yu Chen, Chun-Miao Tseng, Ching-Yi Tsai, Mike Y. Chen. 2021. Demonstration of JetController: High-speed Ungrounded Force Feedback Controllers Using Air Propulsion Jets. In Extended Abstracts of the 2021 CHI Conference on Human Factors in Computing Systems (**CHI ’21 Interactivity**)
- D.2 Yu-Wei Wang, **Yu-Hsin Lin**, Yoko Miyatake, Ching-Yi Tsai, Pin-Sung Ku, Mike Y. Chen. 2021. JetController: High-speed Ungrounded 3-DoF Force Feedback Controllers using Air Propulsion Jets. In SIGGRAPH ’21: ACM SIGGRAPH 2021 Labs (**SIGGRAPH ’21 Labs**)
- D.1 Sih-Pin Lai, Cheng-An Hsieh, **Yu-Hsin Lin**, Teepob Harutaipee, Shih-Chin Lin, Yi-Hao Peng, Lung-Pan Cheng, Mike Y. Chen. 2020. StrengthGaming: Enabling Dynamic Repetition Tempo in Strength Training-based Exergame Design. In 22nd International Conference on Human-Computer Interaction with Mobile Devices and Services (**MobileHCI ’20 Demo**).

Professional Experience

- 2021-2022 **Research Assistant**, Mobile and Ubiquitous Interaction Lab, National Yang Ming Chiao Tung University
- 2020-2021 **DevOps/Site Reliability Engineer Intern**, UNH3O Inc.
- 2019-2021 **DevOps/IT Engineer**, Dept. Information Management, National Taiwan University
- 2018-2019 **Software Engineer Intern**, Hewlett Packard Enterprise
- 2018-2018 **Campus Ambassador**, Tesla Inc.
- 2016-2018 **Network Administrator Intern**, Digital Learning Center, National Taiwan University

Awards

- 2021 **Honorable Mention Award for HapticSeer (C.4)**, ACM SIGCHI
- 2019 **Dean's List**, Dept. Information Management, National Taiwan University
Best Game Proposal, 4th Creativity Game Design Competition (Intercollegiate)
Most Creative Game (Honorable Mention), 4th Creativity Game Design Competition (Intercollegiate)

Academic Community Service

INVITED TALKS

- Summer 2021. *Best of HCI: HapticSeer*. TAICHI '21, Taipei, Taiwan.
- Fall 2020. *Best of HCI: HeadBlaster*. TAICHI '20, Taipei, Taiwan.

CONTRIBUTED EVENTS

- 2021. UCCU '21 (Organizer), the largest domestic community gathering of researchers in UIST/CHI/CSCW/UbiComp.

Teaching & Mentoring Experience

TEACHING

- Spring 2021 **Advanced Human Computer Interaction**, Teaching Assistant
- Fall 2019 **Game Programming**, Teaching Assistant

MENTORING

- 2019 **Capstone Project of G/T Program @ Taipei First Girls High School**, Technical Mentor

Skills

PROGRAMMING Python, JavaScript (Node.js), C#, C++, C, Bash

INDUSTRY KNOWLEDGE Site Reliability Engineering, Kubernetes, Backend Development, Amazon Web Services

PROTOTYPING TOOLS Fusion 360, 3D Printing, Laser Cutting, Unity3D, Arduino

RESEARCH METHODS Thematic Analysis, Statistical Inference, Machine Learning, User-Centered Design