

# Product Manager

Janet YuJung Lin

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## EDUCATION:

### Carnegie Mellon University

May 15

Masters of Entertainment Technology, Entertainment Technology Center

### National Central University

Jun 13

Bachelors of Science, Computer Science and Information Engineering

## SKILLS:

**Software:** Unity, C, C++, Microsoft Office Suite, Adobe Audition, Adobe Photoshop, Adobe Premiere, SketchBook

**Languages:** English, Mandarin Chinese (native), Taiwanese

## ACADEMIC PROJECTS:

### Google Tango Expressive Game, CMU

Jan 15 - May15

*Producer*

- Creating a revolutionary game experience on the Google Tango Device by using its motion tracking, depth perception, and area learning capabilities
- Leading and managing agile development (Scrum), project scope, milestones and both external and internal communication

### Electronic Arts Sponsored Semester Project, CMU

Sep 14 - Dec 14

*Producer, Design*

- Developed a family-friendly, 3D shooter game experience and a custom controller based on the Connected TV platform for the EA OCCO in a team of five
- Lead and managed agile development (Scrum), project scope, milestones and both external and internal communication

### Real World Live Game for 11<sup>th</sup> Games for Change Festival, CMU

Jan 14 - May14

*Co-Producer, Design*

- Took charge of the internal production of the project which includes scheduling, running Scrum meetings, mediating problems within the team and organizing team bonding activities
- Took part in designing the game interaction and the outdoor experience flow

### Building Virtual Worlds, CMU

Sep 13 - Dec 13

*Production, Sound Designer*

- Worked on five-person team to build 5 entertainment projects in two-week rotation
- Collaborated with 2 programmers and 2 artists using Leap Motion, Oculus Rift, PS Moves, Makey Makey, and Kinect to create interesting interactive projects

### Special Project in Computer Science, NCU

Feb 12 - Jan 13

*Programmer, Production*

"Image Processing Recognition - An Image Search Scenic Attraction Recommendation System"

- Used OpenCV together with C and C++ to revise SURF and SIFT algorithms in order to compare photo image characteristics. Coupled this with Google API's Similar Images function in the design of the interface. Deployed my own internal database to perform screening, with the goal of enabling users to locate uploaded pictures that are similar or contain related information
- Scheduled this one year project, supervised our project progress and reported them to our adviser

## ACTIVITIES AND INTEREST:

### 2014 Global Game Jam Pittsburgh IGDA Editions

Jan 14

- The producer and sound designer in a team of five, made a 2D puzzle game called Mr. Mono in 48 hours

### Building Virtual World 2013 First Penguin Award

Dec 13

- A team member of Entrapped, an interactive story game, won the First Penguin Award of BVW 2013