



YI-WEN LIN

I am from Taiwan. I've been living in London for 5 years after staying in Paris for 5 years. Living abroad for 10 years has a huge impact on my life. I've met a lot of very talented people that has inspired and motivated me to be creative.

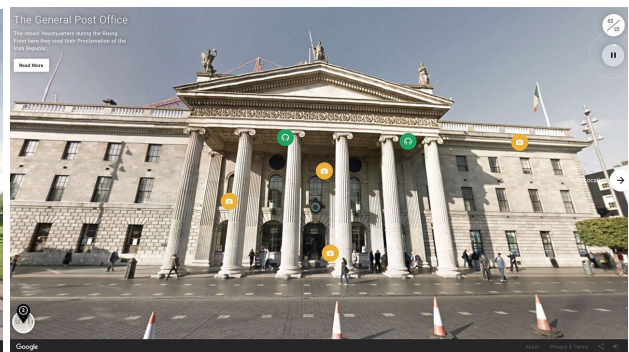
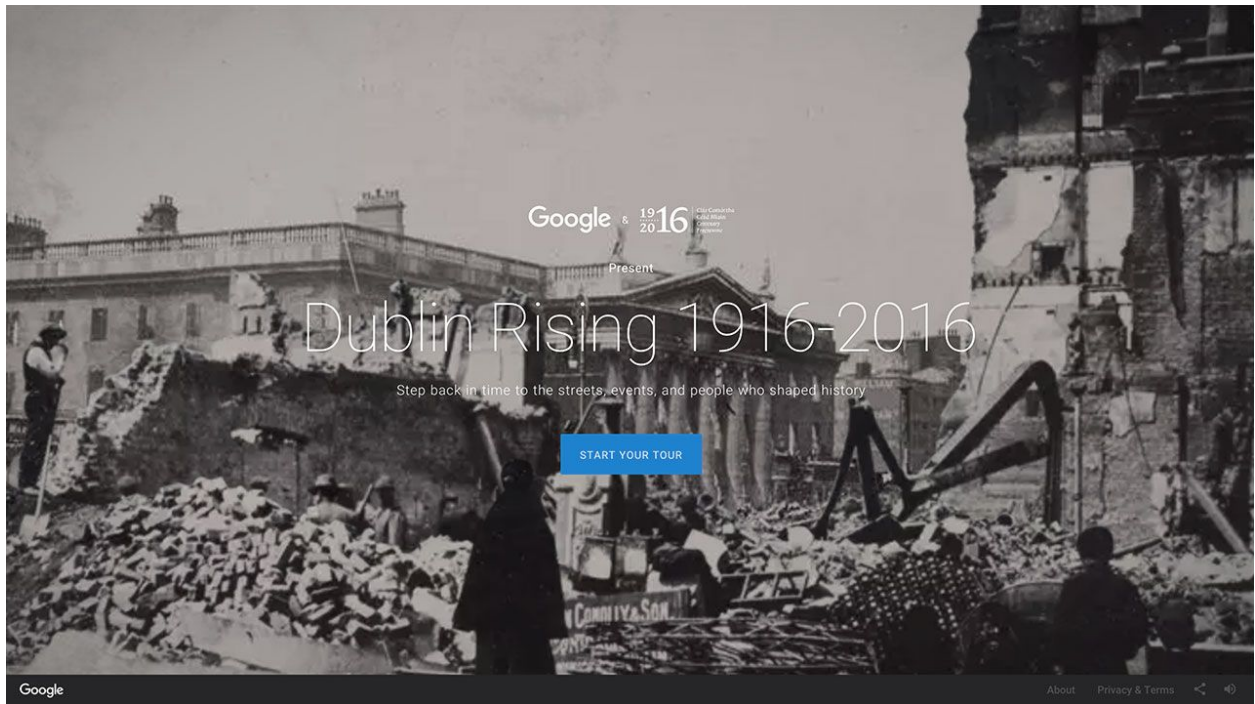
Even after living in western culture for all these years, I am still attached to the eastern culture and get even more inspired by it now. Not only working with eastern culture element, I am trying to combine different culture elements that I get from all these years living in foreign countries.

I am a fast learner and enjoy particularly working in a team with different backgrounds. I am welcome to all kinds of new challenges.

Projects

Dublin Rising with Google

Project Link : [here](#)



Sky Q

I am the Lead developer in this project. I join the project at the very beginning in the concept phase and help shaping the idea. Then I continue working on the WebGL part, especially focus on the liquid/glassy look of the bubble. We've tried various ways to create this look and went through a lot of research and experiments to settle down with the final look.

Blog Post of rendering break down: [here](#)



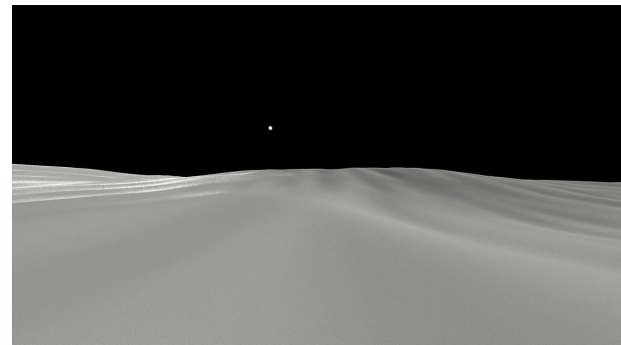
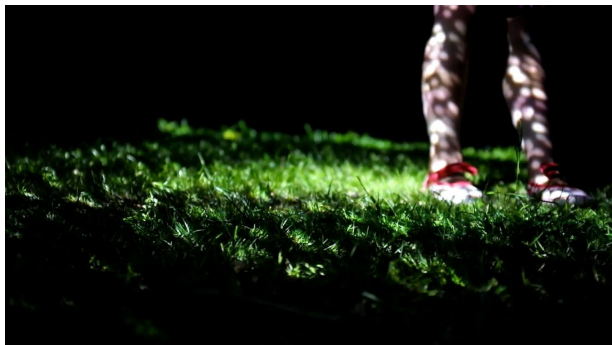
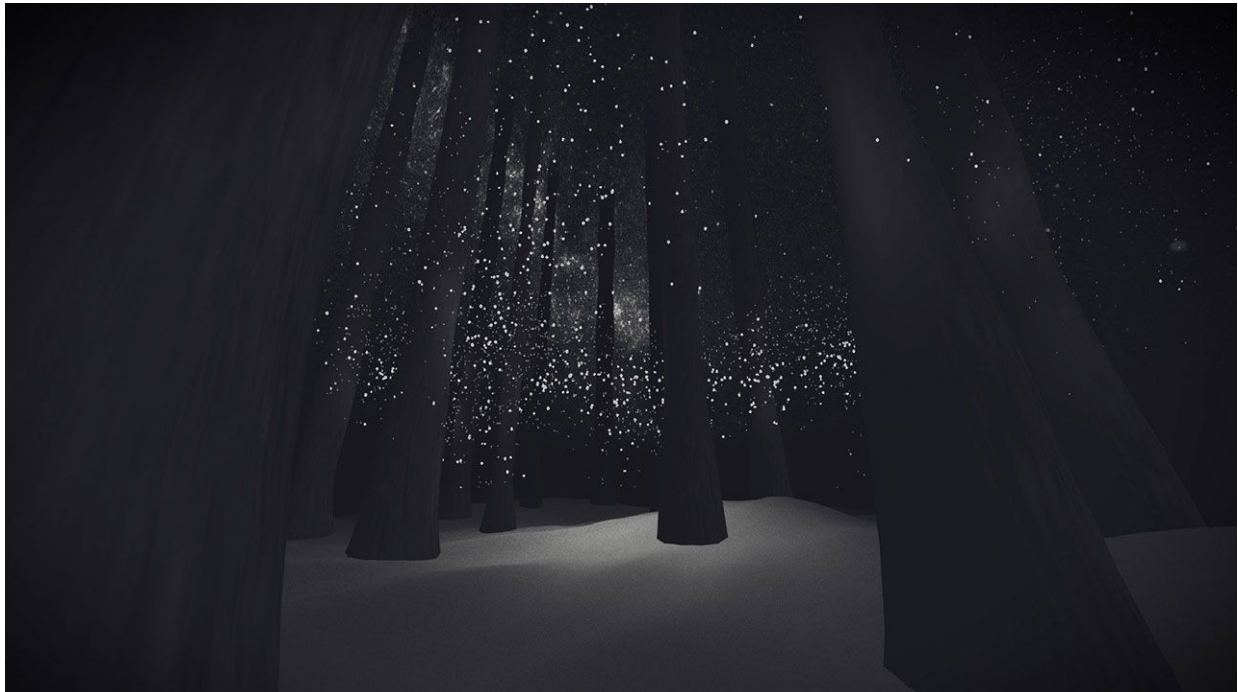
Dark Forest

In this project I studied the flashing behaviour of the fireflies and discovered their interesting synchronicities. I tried to recreate this with code and also combine it with the flocking behaviour. This experience is built using c++ with Cinder framework. Also this project has become the part of my talk at Reasons To be Creative 2015. This project is also featured on Chrome Experiments :

<https://www.chromeexperiments.com/experiment/the-dark-forest>

Project Link : [here](#)

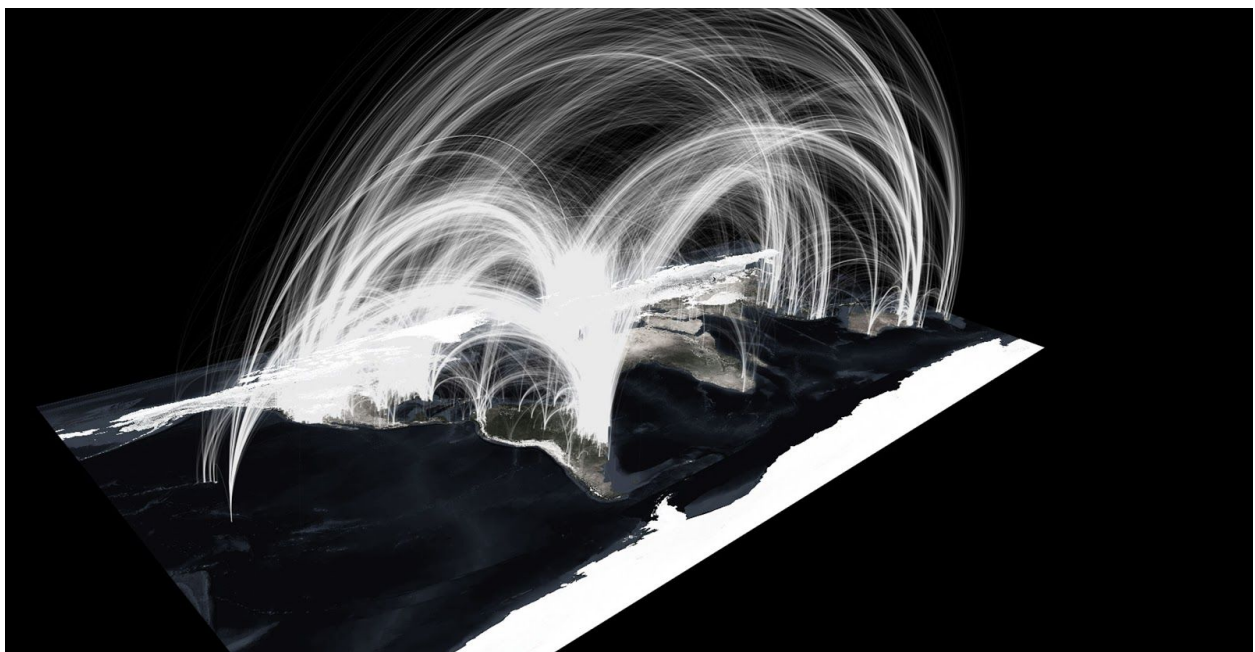
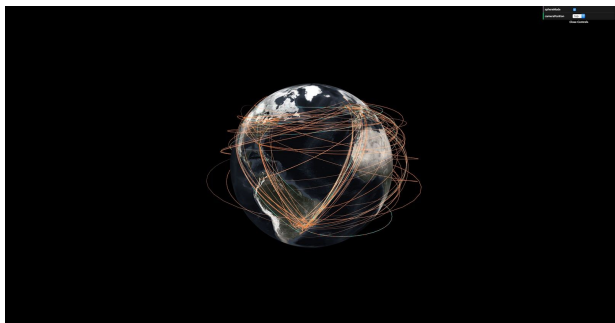
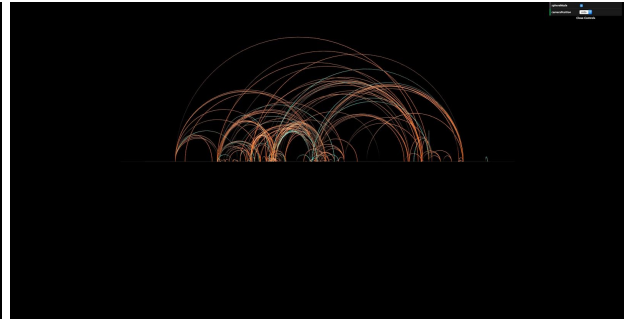
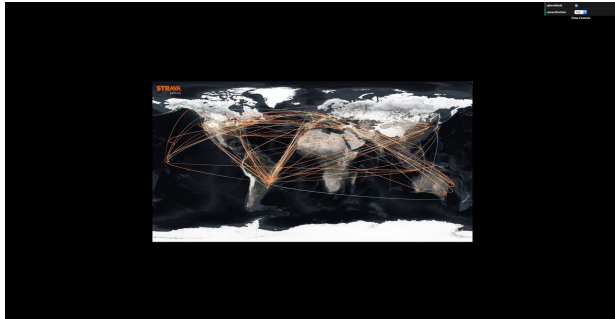
WebGL version: [here](#)



Strava prototype

In this project [Strava](#) approaching us to find a way to visualise their data. They have a massive amount of data sets and like to find an elegant way to present them. I join this project at the very beginning and create these visuals for them based on their data.

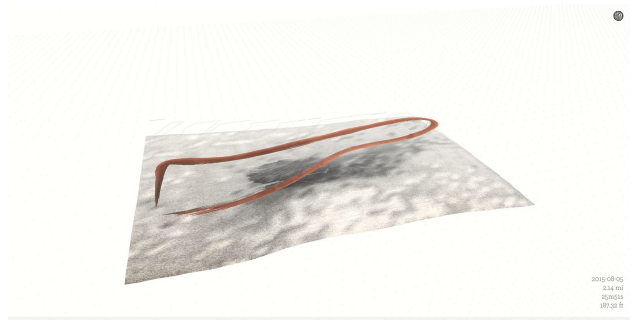
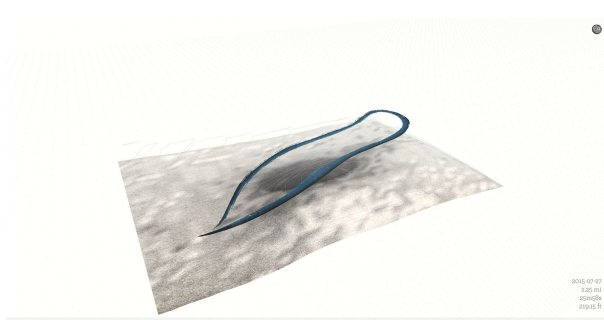
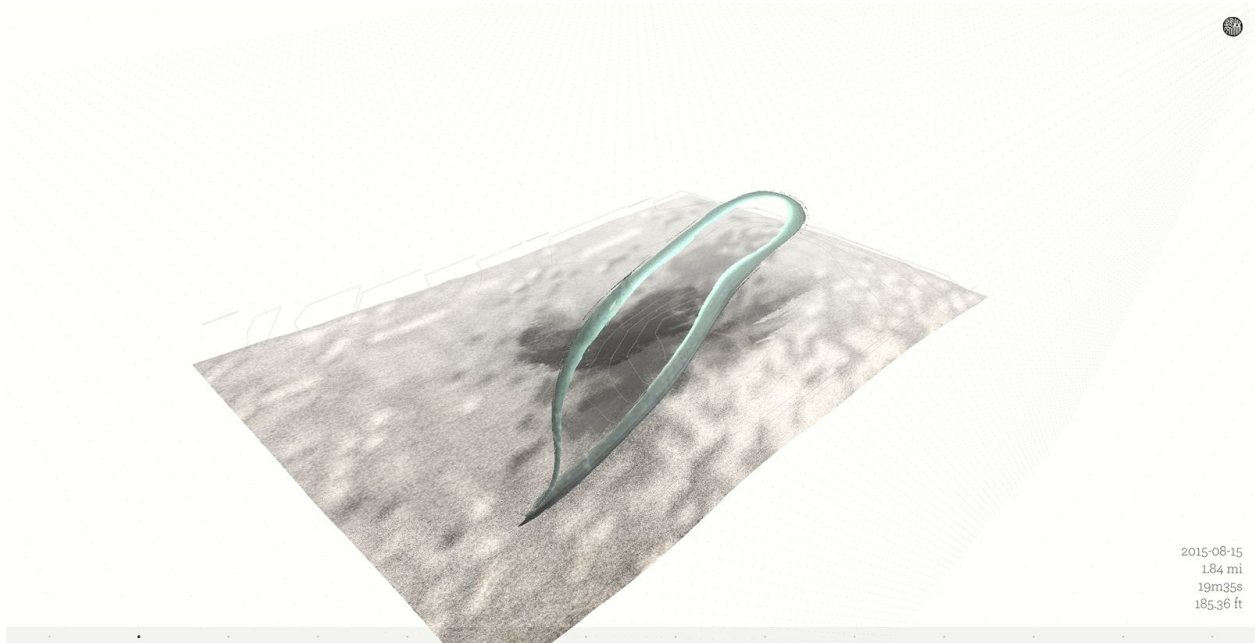
Video Capture : [here](#)

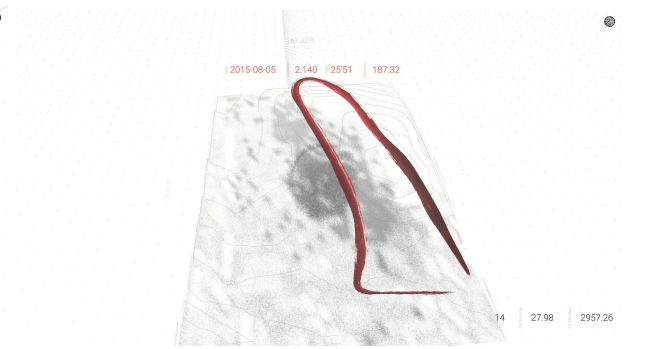
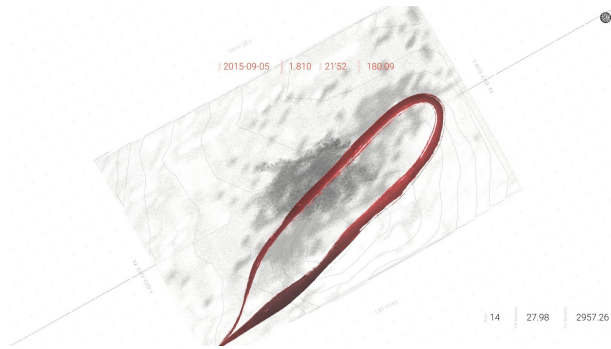
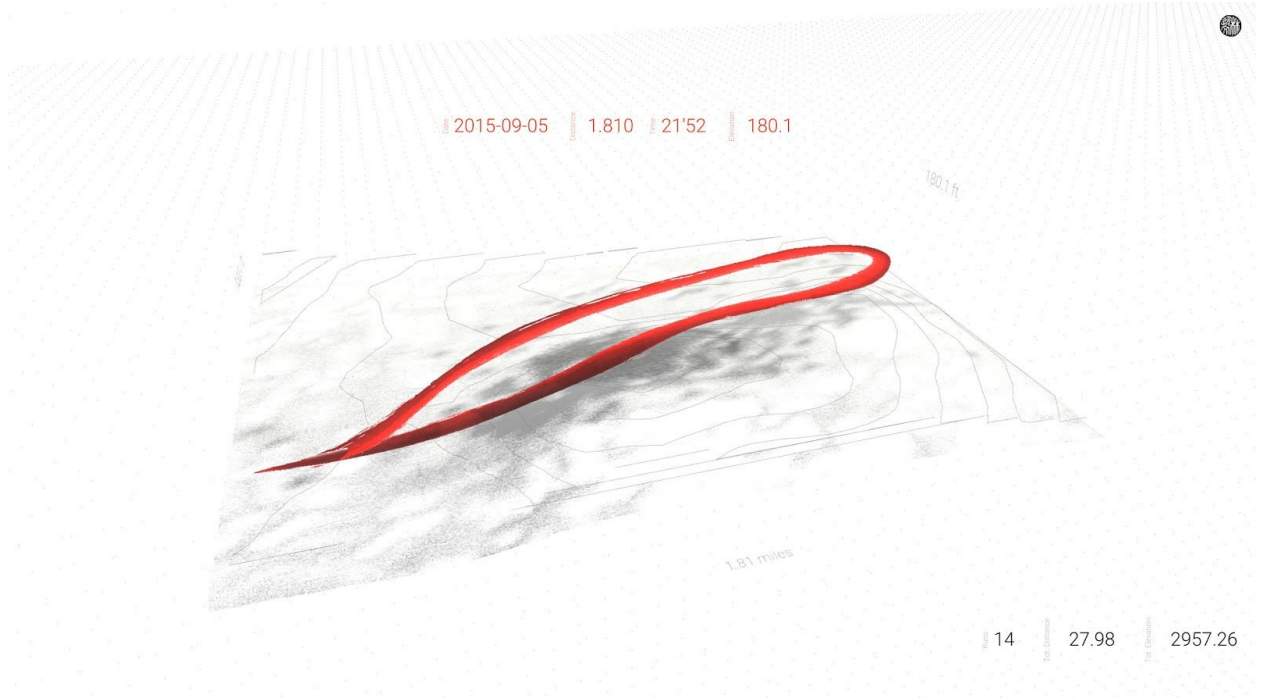


Strava personal data visualisation

After the strava project I start to build my own visualisation of my running data. I combine the chinese strokes I've created with 3D technology to create this project

Project Link : [here](#)





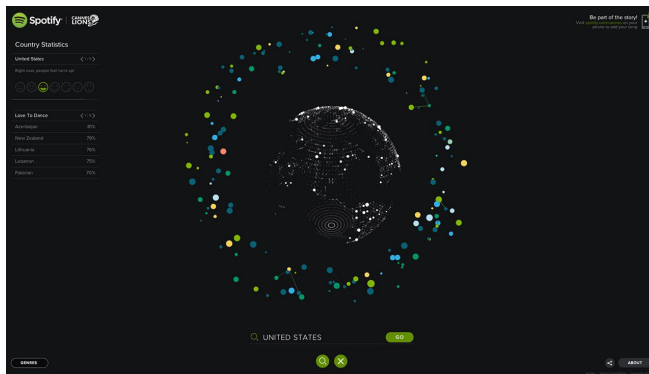
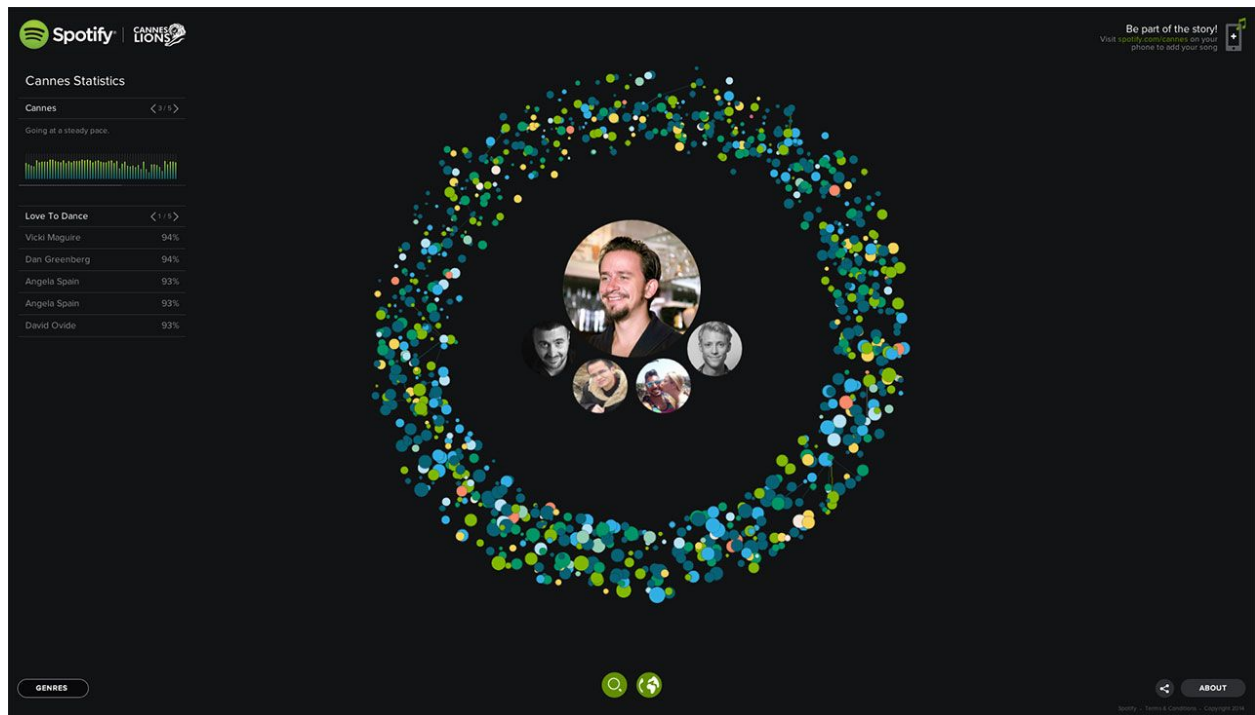
Spotify Cannes

This is a project for spotify at cannes festival this year. The idea is to connect people with their taste of music. We create not only the desktop version for this project, but also another version for touch screen as a small installation.

I was focusing on the 3D visuals and particle movement of this project. I created a simple framework that works for both WebGL and basic 2D canvas.

Project Link : [here](#)

Case study page : [here](#)



KuaFu 夸父

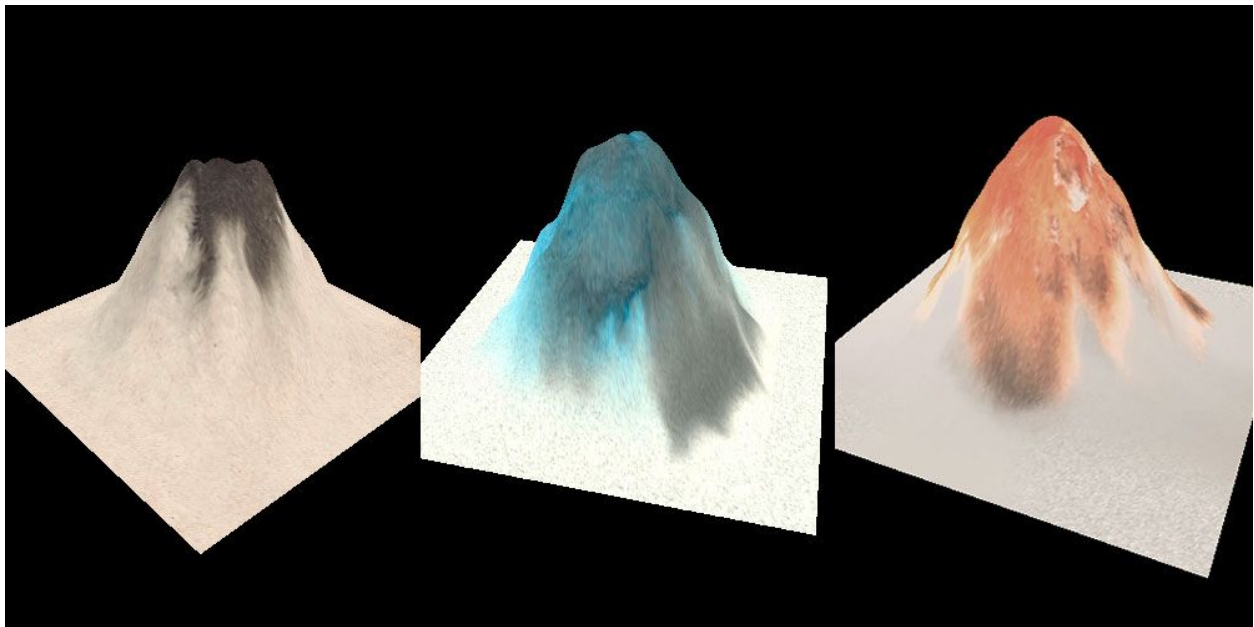
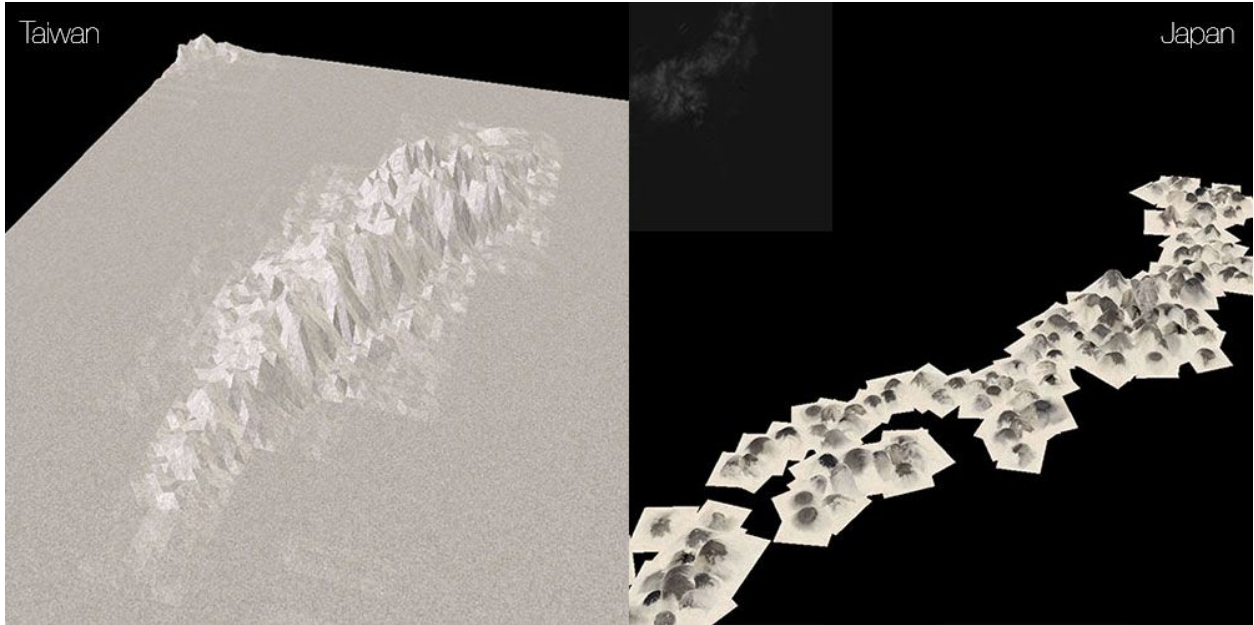


This is a personal project with 2 of my friends. The idea is to recreate ancient chinese myth “KuaFu” with modern 3D technology. In this project I experiment a lot of chinese ink and brushes and use it as texture to create the 3D environment. Later we decide to publish it to google DevArt platform. The project has been shortlisted as top 10 DevArt projects.

Project page : [here](#)

Blog link : [here](#)



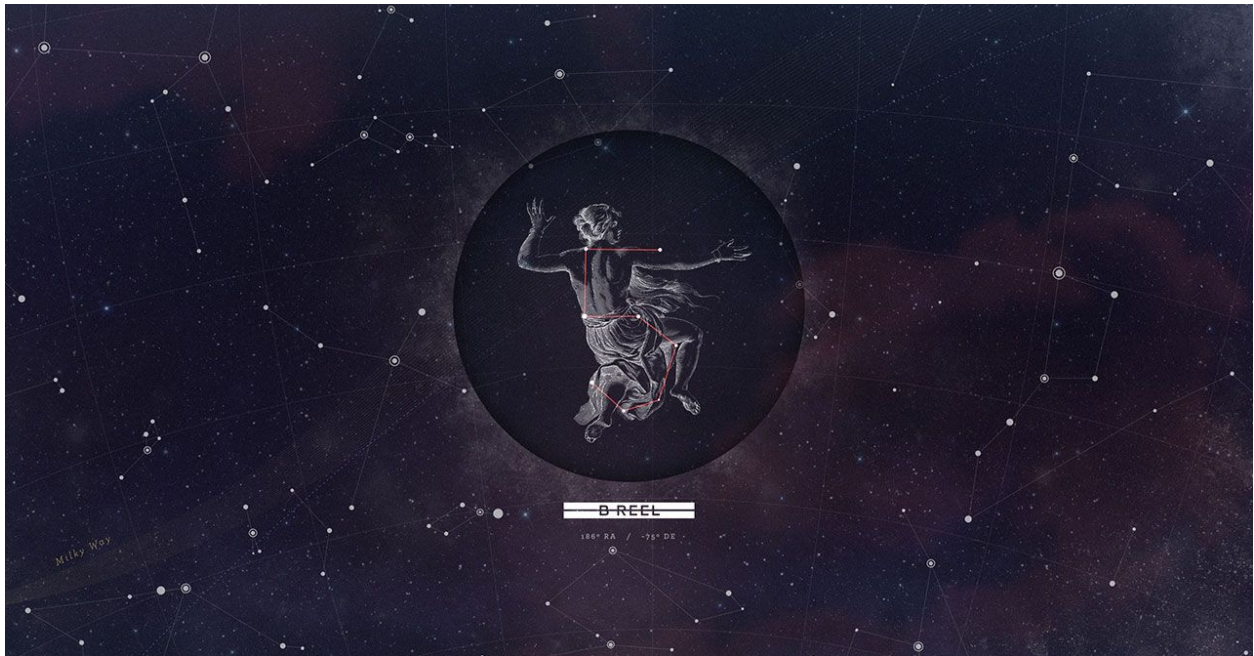


Star Canvas

For B-reel London 5 years anniversary party, we created a large installation. The idea is to recreate the night sky with all the constellations. User is able to navigate using Leap Motion. I am the lead developer on this project, mainly working on the 3D environment (Using WebGL) and projection part and also the controls using leap motion

Blog link : [here](#)

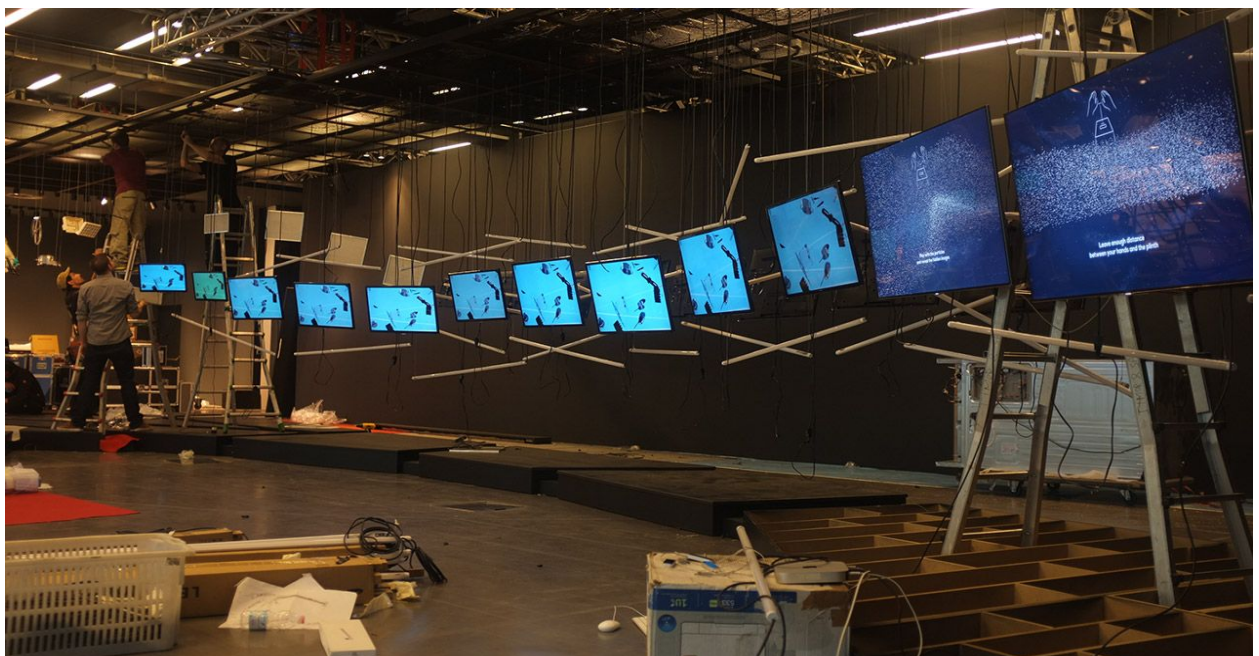
Case study video : <https://vimeo.com/78738698>



Samsung - Milan Design Week

We were working with Cheil Milan to create an installation for Milan Design Week. The idea is to create a particle system and user is able to interact with the particles using Leap Motion. The project is build in C++ with Cinder framework.

Case study page : [here](#).



Personal

Name	Yi-Wen Lin
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Education

National Chengchi University, Bachelor of Computer Science Taiwan	2000 - 2004
La Sorbonne, Cours de Civilisation Française France	2007 - 2008

Experience

Freelance Flash/Actionscript Developer Taiwan	2006 - 2007
Marcel (Former Publicis Net), Senior Flash Developer / Creative Technologist Paris, France	2008 - 2012
B-reel, Creative Technologist / Frontend Developer London, UK	2012 - 2014
StinkDigital, Lead Developer / Frontend Developer London, UK	2014 - 2016
Goodboy Digital, Tech Lead London, UK	2016 - 2017

Skills

HTML/Javascript/CSS/WebGL
C++/Cinder/OpenGL/GLSL
Java/Processing

Languages

Mandarin	Mother Language
English	Fluent
French	Fair in spoken