




Tica Lin

Data Visualization | AR/VR | HCI Researcher

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PROFESSIONAL EXPERIENCES

HARVARD UNIVERSITY | PH.D. CANDIDATE, GRADUATE RESEARCH ASSISTANT
2019 – 2024 | Cambridge, MA

- Conduct research in data visualization and AR/VR with human-centered approach, leveraging user study design and qualitative and quantitative research methods
- Develop novel visualizations and interactions across XR spectrum to enable effective information retrieval and visual analytics within dynamic environments
- Published 8 first-authored papers at top-tier venues, including SIGCHI and VIS

APPLE (VISION PRODUCTS GROUP) | RESEARCH INTERN
May – Sep 2023 | Sunnyvale, CA

- Conduct research on immersive analytics for CVML model debugging.

ADOBE RESEARCH (CREATIVE TECHNOLOGIES LAB) | RESEARCH SCIENTIST INTERN
Jun – Aug 2022 | Remote

- Performed research to develop a VR badminton video analytic platform leveraging state-of-the-art CV model and visualizations to support effective coaching.

FACEBOOK (REALITY LABS RESEARCH) | RESEARCH SCIENTIST INTERN
Jun – Sep 2021 | Remote

- Investigated gestural input recognition problems in XR technologies.

VISA | SENIOR DATA VISUALIZATION DESIGNER + ENGINEER
2018 – 2019 | Bay Area, California

- Led the design and integration of the inaugural data visualization library into the Visa Design System, with optimized accessibility and cross-platform compatibility.
- Strategized high-impact B2B data products for enterprise-level decision-making.

NBA PHILADELPHIA 76ERS | UX DEVELOPER, ANALYTICS & STRATEGY
2017 – 2018 | Philadelphia, Pennsylvania

- Designed internal data products to enhance basketball operations and strategy development, effectively delivering data-driven decisions to executives, coaches, and scouts through optimized data visualization and product design

SELECTED PUBLICATIONS

GENLENS: A SYSTEMATIC EVALUATION OF VISUAL GENAI MODEL OUTPUTS
PACIFICVIS, 2024, BEST PAPER AWARD
Tica Lin, Hanspeter Pifster, Jui-Hsien Wang

VIRD: IMMERSIVE MATCH VIDEO ANALYSIS FOR HIGH-PERFORMANCE BADMINTON COACHING IEEE VIS, 2023, MELBOURNE
Tica Lin, Alexandre Aouididi, Zhutian Chen, Johanna Beyer, Hanspeter Pifster, Jui-Hsien Wang

THE QUEST FOR OMNIOULARS: EMBEDDED VIS FOR AUGMENTING BASKETBALL GAME VIEWING EXPERIENCES IEEE VIS, 2022, HONORABLE MENTION
Tica Lin, Zhutian Chen, Yalong Yang, Daniele Chiappalupi, Johanna Beyer, Hanspeter Pifster

TOWARDS AN UNDERSTANDING OF SITUATED AR VISUALIZATION FOR BASKETBALL FREE-THROW TRAINING CHI 2021, HONORABLE MENTION
Tica Lin, Rishi Singh, Yalong Yang, Carolina Nobre, Johanna Beyer, Maurice Smith, Hanspeter Pifster

EDUCATION

HARVARD UNIVERSITY
Ph.D. in Computer Science
2019 - 2024 | Cambridge, MA, USA

GEORGIA TECH
M.S. in Digital Media
2015-17 | Atlanta, GA, USA
Best Master Project Award of Class 2017

NATIONAL TAIWAN UNIV.
B.S. in Electrical Engineering
2010-15 | Taipei, Taiwan

SKILLS

PROGRAMMING
C# • JavaScript • D3.js • Python • R • CSS • HTML

DESIGN TOOLS
Unity3D • AdobeXD • InVision
• FramerJS • Premiere

HONORS & SERVICES

Honoree, Taipei Women in Tech, 2024

Best Paper Award, PacificVis Conference, 2024

Visiting Scholar, Inria Saclay Centre, Paris, 2023

Media & Design Fellowship, Derek Bok Center for Teaching and Learning, 2021-22

Program Committee, VR/AR/MR Track, Grace Hopper, 2021

Mentor, Harvard SEAS DIB Application Assistance Initiative, 2021

Young Scholar Award, North America Taiwanese Professors' Association, 2021

Harvard College Teaching Award, Teaching Fellow, 2020

Studying Abroad Scholarship, Taiwan Government Ministry of Education, 2020

PhD Fellowship, Harvard University, 2019