

TYLER YIN

---

TYLERYIN.CO

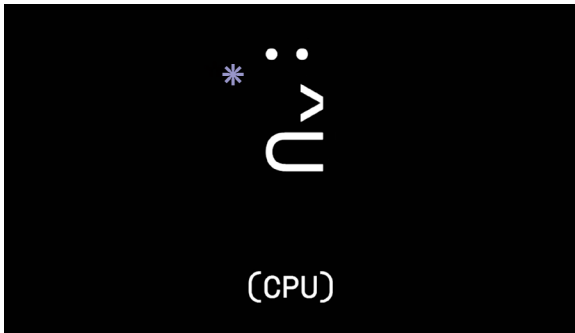
TYLER.YIN@GMAIL.COM

CREATIVE TECHNOLOGIST:  
INTERACTION DESIGN /  
FRONT-END DEVELOPMENT /  
UNITY / VR /  
APPLIED ML /  
MOTION GRAPHICS / VIDEO

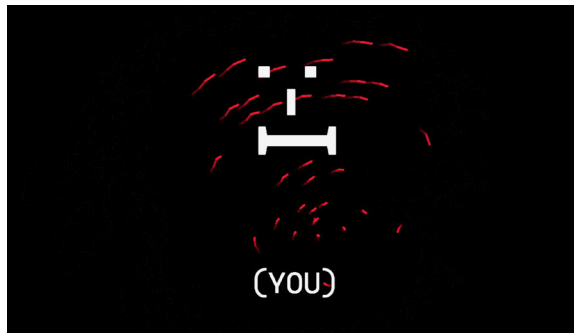
# NEW FRIENDLY INTERFACE

---

1.1



1.2



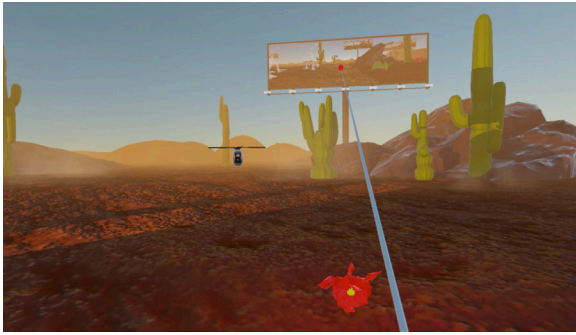
This project contains an affect-sensitive / affect-expressive computer interface designed to help members of society who identify as emotionally deficient, socially inept, or who otherwise feel in need of additional emotional labor. Through short “face-to-face” conversations, the Artificial Empathy (or A.E.) service engages with users by acting as a consenting stand-in for individuals to practice non-verbal and empathetic relationships. Become a Real and emotionally functioning human by experiencing NEW FRIENDLY INTERFACE today!

INTERACTIVE

# THE GREAT TORTIS CROSSING

---

2.1



2.2



2.3



2.4



The Great Tortis Crossing is a mixed reality experience made for the travelers, the searchers, and the trailblazers of the modern world. Set in an unknown desert landscape, one player must lead the Great Tortis, a massive tortoise specimen never before seen, on an exodus through the surreal – and seemingly unending – depths of the virtual unknown. There, the player may engage with the native species of the land, who follow curiously but maintain their distance.

In the midst of this dusty and crafted

landscape, there is something eerily familiar. Drones surveil the player as they navigate the desert, broadcasting their live feeds onto deteriorating billboards scattered throughout the sand.

Contending with contemporary issues and themes such as virtual voyeurism, multiplicity of presence, and pioneerism, The Great Tortis Crossing offers a surreal and microcosmic experience for the player to enjoy and reflect upon.

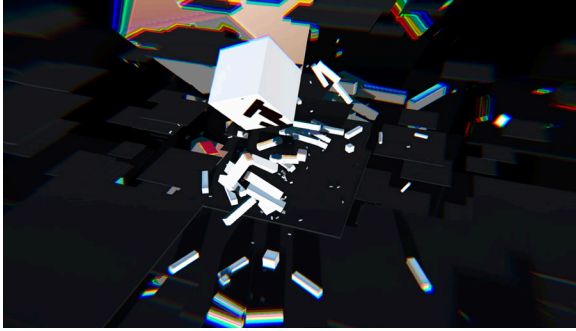
In collaboration with Joaquin Barlow.

VIRTUAL REALITY

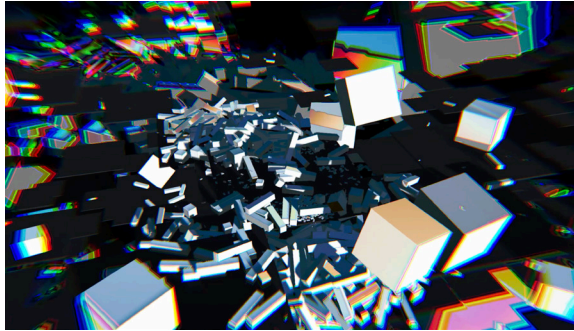
# PLEASE REBOOT YOUR SYSTEM

---

3.1



3.2



A simulation and proposal for the perpetual cluttering and accumulation of unused items in physical and virtual spaces.

All said spaces – including living areas, personal storage, and hard drives – can be populated with objects, data, and content. During periods of disengagement, ambient processes generate a buildup of the useless and forgotten. This program attempts to visualize and replicate that accumulation. If left running indefinitely, the simulation will continue to produce countless quantities of objects, hoarding all virtual memory from its hardware, until it can no longer operate.

SIMULATION

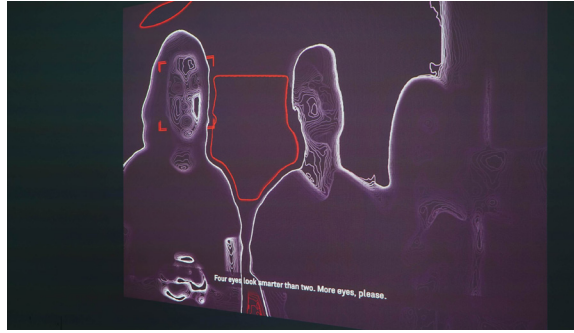
# EMPATHIC TOPOGRAPHIES

---

4.1



4.2



Empathic Topographies is an interactive installation that uses facial recognition and blob detection algorithms to measure and respond to interpersonal dynamics. The custom software calculates a flattened, two-dimensional distance between detected faces, as well as a topographical pulse of the installation space. Different solo and group interactions trigger different visual phases – color and brightness values shift as additional faces are detected, and the distance between them changes.

In collaboration with Liliyan Kris, Rosalind Chang, and Alison Jeng

INTERACTIVE