

Bryan Lin

bryanlin404@gmail.com | San Mateo, CA | 510-502-4564 | github.com/7HE-LUCKY-FISH | Portfolio

Education

San Jose State University – BS in Computer Engineering

Expected May 2026

Honors: President's Scholar, Dean's Scholar

GPA: 3.83

Skills

Languages: C++, Python, Go, SQL, PL/SQL, TypeScript, Verilog, C, HTML, CSS, Bash

Frameworks: React, Express.js, Flask, Django, FastAPI, Ultralytics YOLO, PyTorch, NumPy, Pandas, Oracle APEX

Tools: MySQL, PostgreSQL, Firebase, SQLite, Docker, AWS, Vivado, Linux, Git

Experience

Applications Developer, Oracle – Redwood City, CA (*Internship*)

May 2025 - Aug 2025

- Developed an Oracle APEX application to process medical grants for 116 schools in the Kansas City metropolitan area, automating eligibility checks and reporting to the Pediatric Grants team for over 1,200 students annually
- Contributed to migration of BlackBaud applications into Oracle company suite, streamlining workflows and helping save \$10K in annual licensing costs
- Built an admin portal in APEX to support the Pediatric Grants program, which distributed \$2.7 million in pediatric case grants to 1,022 children in FY 2024, enhancing oversight, workflow efficiency, and data-driven decisions
- Eliminated manual email processes by implementing an automated mailing system for grant status updates, and replaced spreadsheet-based tracking with APEX mail, reducing administrative workload and improving data accuracy

General Laboratory Assistant, San Jose State University – San Jose, CA

Aug 2023 - Present

- Mentor a class of 25 engineering students through hands-on projects and experiments to deepen their understanding of engineering principles
- Designed and implemented a hands-on curriculum for future engineers, incorporating the use of electrical measurement tools, SolidWorks for CAD, and C/C++ for programming
- Utilized interactive teaching methods such as group discussions and peer-to-peer learning activities to enhance student engagement and collaboration, leading to an average satisfaction of 85% from students on course evaluations

Projects

CampusNest (React, Express.js, MongoDB)

April 2025

- Led a team of three to develop a centralized platform that aggregates on/off-campus housing listings for SJSU students, addressing the fragmentation of the existing dorm and apartment application and postings
- Designed frontend using React & Tailwind CSS to allow for a cross-platform experience on mobile and desktop
- Engineered a scalable backend using Express.js and MongoDB, optimizing API performance to handle high-volume student housing queries with minimal latency
- Developed secure authentication with JWT tokens and two-factor verification, with profile management and real-time messaging capabilities with users and AI chatbots for FAQs

SCE Club Shopping Site (React, Python, MySQL, AWS)

July 2024 - Nov 2024

- Developed a full-stack e-commerce website using React to help promote the 3D printing services and Arduino & FPGAs kits offered by the Software & Computer Engineering Society
- Integrated email notifications using Amazon SES and stores metrics such as purchase date and number of orders
- Automated report generation using scheduled background tasks, providing downloadable CSV reports with summaries of sales, material usage, and order trends

Magic The Gathering Support Bot (Python, Postgres, AWS, Grafana)

Dec 2023 - Feb 2024

- Developed a Python-based Discord bot for managing user requests for Magic The Gathering Cards, such as card information, legalities, and rulings, utilizing Discord and Scryfall API
- Integrated a PostgreSQL database with a web app, enabling users to track match history and scores through an intuitive interface, seamlessly connected to the Discord bot

Activities

Software & Computer Engineering Society – AI/ML Officer

Jan 2025 - Present

- Coordinate with the AI/ML team to develop projects & recruit new members