

Anthony Lin

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EDUCATION

Carnegie Mellon University, CIT

Bachelor in Electrical and Computer Engineering: GPA 4.0

Pittsburgh, PA

Expected 2029

PROFESSIONAL EXPERIENCE

Hunan Star Restaurant

Manager/Waiter

Houston, TX

Dec 2020 – Aug 2025

- Assisted management with updating and adjusting menu prices based on market costs, contributing to improved efficiency and profitability of operations
- Oversaw to-go operations by coordinating phone orders, packaging meals, and managing deliveries through apps such as DoorDash, UberEats, and Grubhub
- Contributed to community outreach by organizing monthly food donations to the school's Chinese Honor Society and Falcon Friends, supporting families in need

LEADERSHIP & ACTIVITIES

Scotty Labs (CMU)

Developer

Pittsburgh, PA

September 2025 - Present

- Collaborated with a team of developers in the Labrador Committee to design, build, and deploy student-focused applications using Next.js (React/TypeScript), Python, and Supabase.
- Partnered with the Graduate Student Assembly (GSA) to architect a full-stack housing review website; engineered the property listings feature using Tailwind CSS and PostgreSQL database.
- Translated student feedback and GSA requirements into technical specifications and a user-focused design to promote housing transparency.

Mu Alpha Theta

External Vice President

Houston, TX

June 2024 – May 2025

- Collaborated with administrators and program advisors to create Clear Lake High School's largest academic club with over 100+ members dedicated to help students through vast tutoring opportunities.
- Assisted members in navigating a multitude of STEM opportunities in the Greater Houston area, enhancing access to competitions in general mathematics, number sense, and computer science.

PERSONAL PROJECTS

Pygame Tower Defense

- Developed a complete 2D tower defense game in Python using the Pygame library, featuring multiple tower types, upgrade paths, and wave-based enemy logic.
- Developed an OOP framework to manage all game entities, including Tower (e.g., Archer_Tower, Zap_Tower), Enemy, and Projectile classes.
- Implemented a state manager to control the application flow, cleanly transitioning between the Home_Screen, Game_Screen, and Game_Over states.
- Designed and integrated a data-driven system that loads level layouts, waypoints, and enemy wave information from external JSON (.tmj) files, allowing for easy level creation.

Homeless Population and Regression

- Used MatLab to perform a logistical regression model and statistical analysis of homeless population and housing trends of Manchester and Brighton & Hove.
- Built a simulation in Java that simulated how the homeless population would grow or decline based on certain factors such as job security, annual income, and annual expenses.
- Using desmos, created a model to predict homeless through a sinusoidal regression modeled after the business cycle and added irregularities to match the irregular nature of recessions

SKILLS

Programming Languages: Python, Java, TypeScript, JavaScript, SQL, HTML/CSS

Frameworks & Libraries: Next.js, React, Pygame, Tailwind CSS, MatLab

Databases & Platforms: PostgreSQL, Supabase, GitHub, VS Code