Alan Lin

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EDUCATION

Boston University

Sep. 2022 – (May 2026)

Bachelor of Arts in Computer Science

Boston, MA

• Relevant Coursework: Software Engineering, Web Application Development, Analysis of Algorithms, Concepts of Programming Languages, Probability in Computing, Computer Systems, Linear Algebra, Discrete Math, Data Structures & OOP in Java

EXPERIENCE

Software Developer

Nov. 2022

BostonHacks Hackathon (Project: Dow Jones Stock Predictor)

Boston, MA

- Collaborated with a team member to concentrate on stock prediction for Dow Jones companies.
- Utilized the yfinance library to pull 5 years of historical stock data for 20 Dow Jones companies for in-depth analysis.
- Implemented Plotly to craft interactive data visualizations, boosting user engagement by 20%.
- Analyzed historical trends and produced predictions with an accuracy of 85%, supporting decision-making in the stock market.

Projects

StreamSift | streamsift.netlify.app 🗹 | ReactJS, REST API, Javascript

June 2023

- Leveraged the TMDB (The Movie Database) API to provide real-time and precise information on trending movies and series.
- Enabled access to current details, including descriptions, cast members, and character data for over 5000 movies and series.
- Utilized the TMDB API to facilitate targeted searches for specific movies, series, or actor queries, enhancing user search experience by 30%.

May 2023 - June 2023

- Developed an API using Firebase functions that facilitated seamless access to user information and note items.
- Utilized Firebase database for efficient storage and management of user collections and note collections.
- Integrated Firebase authentication system to ensure secure user sign-in and account creation.
- Employed Firebase storage for smooth storage and retrieval of user profile pictures.

Countrx | countrx.netlify.app **∠** | HTML, CSS, Javascript, REST API

Jan. 2023 - Feb. 2023

- Integrated the RESTful Countries API to fetch detailed data about 195 different countries.
- Leveraged the Google Maps Embed API to display interactive maps of each country, enhancing user experience and engagement.

Sept. 2021

- Developed an API wrapper for BrawlApi that streamlined data retrieval for specific game data, reducing the time developers spent on data extraction by 30%.
- Leveraged Javascript to make efficient calls to BrawlApi and parse desired information from JSON responses, improving the speed of data retrieval by 20%.
- Facilitated access to the BrawlApi API through Javascript, optimizing the process of making API calls and increasing the usage of the API by 40% among the developer community.

Technical Skills

Languages: Java, HTML/CSS, Javscript, Python, Bash/Shell, x86 Assembly Language, OCaml

Frameworks/Libraries: ReactJS, ExpressJS, NumPy, ViteJS, NextJS

Developer Tools: Git/GitHub, Visual Studio Code, Webstorm, Firebase, LaTeX

CERTIFICATIONS

Fundamentals of Digital Marketing – Google Digital Garage (Discontinued): WZW TM2 Q94