Andrew Lin

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Work Experience

Software Engineer Intern - *ENDEAVR Institute (College Station, TX)* 09/01/2021 - 8/24/2022

ENDEAVR is a start-up company that provides small towns with smart city technology. I worked in their telemedicine team in charge of designing software that measures user biometrics and delivers them online for virtual doctors.

- Designed the foundations for ENDEAVR's telemed system
- Analyzed blood pressure, pulse, and temperature measurements in C++
- Lead and decided major design points for project (e.g. System optimization, Circuit design)

Education

Texas A&M University, College Station, Texas Expected: Spring 2023 *(Senior)*

B.S of Electronic Systems Engineering

Relevant Courses

Data Structures and Algorithms, Microcontroller Architecture, Advanced Network Systems and Security, Embedded Real Time Software Development

Projects

Face Tracking Project (Summer 2022)

Developed a program that detects faces using OpenCV and transmits data through port programming on Python onto a microcontroller that moves the camera with the user's face.

- Wrote a Python script to send coordinate data into Arduino connected through a computer port
- Embedded C++ code into an Arduino that rotates servo motors based on given coordinate data

Discord Bot Development (Summer 2022)

Developed a Discord Bot that managed user roles in a server of over 100 users. The bot also interacted with users given certain messages and commands. The Bot was hosted using the .NET framework tool.

- Programmed using Python's Discord.py library to respond to keywords from users by either text or image links. The bot responds to other user activities such as joining the server.

Temperature LED Project (Spring 2022)

Constructed a microcontroller system that manages 4 LEDs and their blink rates. The LEDs are controlled by several inputs: switch toggles, temperature changes, and console tasks. The program contains 4 running tasks.

- Developed an temperature sensing program in C using major Kernel construct tools
- Wrote a console using UART that includes 6 commands with one to log 50 temperature readings.

Multiplayer PC Game (Summer 2020)

Developed a multiplayer PC Game with a team of 3 that involved spells, item drops, inventories and monsters using Unity game engine.

- Implemented inventory systems, animations, and multiplayer functionality in C#.
- Hosted game using Unity's PUN(Photon Unity Networking) library as our multiplayer framework.

Skills

Languages: C++, C, Python, C#, JavaScript, LabVIEW, ARM Assembly,
Technical Skills: Data Structures and Algorithms, Embedded Systems Software , Object Oriented Programming, TI-RTOS, 3D Printing

Certifications and Awards

- ENDEAVR Best Project Award
- ENDEAVR Smart City Certification
- Lean Six Sigma - Yellow Belt