Darren Lin

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EDUCATION

University of California, Santa Cruz **June 2024**

Bachelor of Science: Computer Engineering | GPA: 3.79/4.0 *Santa Cruz, CA*

Relevant Coursework: Data Structures and Algorithms, Assembly, C/C++ Programming, Programming Abstractions, Applied Discrete Mathematics, Linear Algebra, Differential Equations, Multivariable Calculus, Computer Architecture, Logic Design, Principles of Computer Systems Design, Electronic Circuits

Honors & Awards: Eagle Scout (April 2019), Dean's List (2020-2022)

SKILLS

Git, Python, C/C++, Java, Ruby on Rails, HTML, CSS, JavaScript, Vue.js, Typescript, Verilog

WORK EXPERIENCE

UCSC Computer Science & Engineering Department **Mar 2021 - Present**

Course Reader | Applied Discrete Mathematics *Santa Cruz, CA*

- Graded 15+ assignments on Canvas and Gradescope for 300+ students

Group Tutor | Computer Systems and Assembly Language

- Debugged 250+ students code/circuits in 1 on 1 zoom calls 5 days a week for 3 hours
- Answered 50+ student questions on the course's discussion posts on Piazza

Group Tutor | Logic Design

- Debugged 100+ students Verilog code during two four hour lab sections each week
- Answered questions and explained fundamental course topics to 45+ students

CDK Global **Jun 2022 - August 2022**

Software Development Intern *San Jose, CA*

- Programmed the ability to invoice "other" payments and refund any payment using the Stripe API on thousands of Roadster integrated dealerships
- Integrated "other" payments into the lead and activity flow for all Roadster integrated dealerships
- Maintained Shift Certification by porting code that sent LivePerson analytics for all live chat actions on all Roadster supported dealerships to Shift
- Developed an algorithm to auto-generate content security policies on page load for thousands of dealerships to improve security for Roadster payment slideouts
- Created a mobile application for Roadster's dealer management website for company wide hackathon

Projects

HTTP Server (C)

- Continuously accepts GET and PUT requests and executes them using Read and Write Syscalls

Watch Your Step! (Verilog)

- Developed a game using the VGA components and buttons of the Basys3 FPGA Board and Verilog logical operators and state machines

Big Integer Solver (C++)

- Implemented basic big integer operations and solved problems using doubly linked lists under 5 seconds