Darren Lin

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EDUCATION

University of California, Santa Cruz   **June 2024**
Bachelor of Science: Computer Engineering | GPA: 3.75   *Santa Cruz, CA*
Relevant Coursework: Data Structures and Algorithms, Assembly, C/C++ Programming, Programming Abstractions, Discrete Mathematics, Linear Algebra, Multivariable Calculus
Honors & Awards: Eagle Scout (2019), Dean's List (2020-2022)

SKILLS

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

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

CDK Global - Roadster   **Jun 2022 - Sep 2022**
Software Development Intern   *San Jose, CA*
- Programmed the ability to invoice and refund "other" payments using the Stripe API on all Roadster integrated dealerships
- Redesigned payment modal for dealerships which is seen by thousands of customers
- Integrated "other" payments into the lead and activity flow for thousands of Roadster supported dealerships
- Maintained Shift Certification by porting code that sent LivePerson analytics for all live chat actions on all Roadster supported dealerships to Shift
- Auto-generated Content Security Policies on page load for thousands of dealerships to improve security for Roadster payment slideouts

Kumon Math & Reading Center   **Aug 2018 - Jul 2021**
Reading & Writing Tutor   *San Jose, CA*
- Taught 30+ K-12 students by improving their reading and writing skills every Wednesday and Saturday for 4 hours
- Graded 100+ student's work and explained mistakes and grammatical errors

PROJECTS

Big Integer Solver
- Implemented Big Integer addition, subtraction, and multiplication using Doubly Linked Lists with C++

BlackJack Game with GUI
- Developed betting, standing, and hitting using action listener buttons on a graphical user interface using the Swing Library