Derek Lin

(916) 833-9234 | Email | LinkedIn | GitHub | Website

EDUCATION

University of California, Davis   Davis, California
Bachelor of Science in Computer Science   *September 2018 – June 2022*

EXPERIENCE

Incoming Software Engineer Intern at Jack Henry & Associates   June 2021 – August 2021
Remote   *Lexington, Kentucky*
- Incoming software developer with iPay, a subsidiary within Jack Henry that focuses on online billing. Strong emphasis on .NET framework, C#, SOAP/REST APIs, test-driven development, and agile/scrum methodologies.

Software Engineer Intern at 7Qubes   March 2021 – Present
Remote   *Chicago, Illinois*
- Software developer for 7Qubes, a startup aimed to enhance small businesses with data-driven decision-making tools using business-to-business products.

NCAA Division I Student-Athlete   September 2018 – Present
University of California, Davis   *Davis, California*
- 20+ weekly hours of training and conditioning, year-round, while competing in the fall and spring seasons for cross country and track.
- Personal bests of 32:29 in the 10k, 15:17 in the 5k, and 4:04 for 1500 meters.

Tofu Salesman   October 2017 – August 2020
Wa Heng Dou-Fu Corporation   *Stockton, California*
- Provided customer service, calculated costs of soy products, and communicated weekly prices to customers in a fast paced environment.

PROJECTS

PizzaButton | *Python, AWS Lambda, Git, IoT*
- Implemented an AWS Lambda function that triggers via an IoT button click to order a pizza through the Dominoes API.

Superchat | *React.js, Git, Firebase*
- Created an app where users can type messages to each other on the web. Prompts user authentication via gmail and bans users for violating community guidelines.

RunnerApp - HackDavis 2021 | *React.js, Git, Flask*
- Created an app that utilizes Google Maps API to generate popular running routes based on difficulty and location of the user from .gpx files in the area.

Uno Card Game | *C++, Git, Linux*
- Implemented objected-oriented programming fundamentals to create a complex, card game with multifaceted decks and rules based on the popular game – Uno.

TECHNICAL SKILLS

Languages: Java, Python, C/C++/C#, SQL, JavaScript, HTML/CSS, R, Ruby
Frameworks: React, Node.js, Flask, Firebase
Developer Tools: Git, Docker, Google Cloud Platform, AWS Lambda, IoT, Visual Studio, CLion
Relevant Coursework: Data Structures, Algorithm Implementation & Analysis, Object-Oriented Programming, Operating Systems, Computer Architecture, Probability & Statistical Modeling, Abstract Math, Writing Disciplines: Engineering

EXTRACURRICULARS

Awards: Big West Conference All-Academic, Varsity Most Valuable Runner in Track and Field, Dean's List
Activities: Humanities and International Studies Program, California Scholarship Federation, Computer Science Club