

MAX X. LIN

xmaxlin@gmail.com || 510-935-4906

EDUCATION

UC BERKELEY

B.A. Computer Science

Expected May 2021

GPA: 3.662 / 4.0

Hercules High

Graduated June 2017

GPA: 3.9/4.0

SKILLS

PROGRAMMING

Java • Python • C • C ++ •

PostgreSQL • HTML • CSS

COURSEWORK

CURRENT

CS161: Computer Security

CS186: Databases

CS188: Artificial Intelligence

COMPLETED

CS170: Efficient Algorithms

CS70: Discrete Math & Probability

CS61C: Machine Structures

CS61B: Data Structures

CS61A: Structure & Interpretation of
Computer Programming

Data100: Principles and Techniques
of Data Science

Data8: Foundations of Data Science

EE16A/B: Designing Information
Devices and Systems I/II

Math54: Linear Algebra

Math53: Multivariable Calculus

LINKS

GitHub: github.com/xmaxlin

LinkedIn: [/in/maxxianglin](https://in.linkedin.com/in/maxxianglin)

Website: xmaxlin.github.io

EXPERIENCE

UC BERKELEY EECS | TUTOR

June 2019 – August 2019 | Berkeley, CA

- Course tutor for CS61C (Machine Structures)
- Assisted students on homework, projects, and lecture material
- Led small group sections of 5-10 people every week
- Prepared lessons going over C basics, RISC-V, CPU Datapath, Pipelining, Caches, Data-Level Parallelism, Virtual Memory

Computer Science Mentors | JUNIOR MENTOR

February 2019 – May 2019 | Berkeley, CA

- Junior mentor for CS61C (Machine Structures)
- Helped students with lecture material
- Led a small group section of 6 people every week

UC BERKELEY EECS | ACADEMIC INTERN

June 2018 – August 2018 | Berkeley, CA

- Lab assistant for CS61B (Data Structures)
- Assisted students on homework, projects, and content material

PROJECTS

World Gen | SODA HACKS 2018

- Interactive 2D game where player action affects the environment
- Intended to show the effects society has on wildlife

Bear Maps | CS61B PROJECT

- Java mapping application of Berkeley inspired by GoogleMap
- Designed using A* algorithm to find shortest routes
- Implemented resizing effect for scrolling on map interface

Labyrinth Game | CS61B PROJECT

- Interactive 2D labyrinth game
- Randomly generates rooms and walls with randomized keys and exit door
- Implemented save states to save progress and resume later

AWARDS AND HONORS

May 2019

1st Place CS170 Coding Competition

April 2017

1st Place PiE High School Robotics Competition