Max Lin

(510) 935-4906 | xmaxlin@gmail.com | linkedin/in/maxxianglin | xmaxlin.github.io/personal

Education

University of California, Berkeley

B.A. Computer Science

Berkeley, CA Expected May 2021

Experience

CS61C Course Tutor - Great Ideas in Machine Architecture

Berkeley, CA

CS61c Course Staff

June 2019 – August 2019

Taught weekly group tutoring sections and managed review sessions

Computer Science Mentors

February 2019 – May 2019

CS61c Junior Mentor

Berkeley, CA

Mentored students in RISC-V CPU datapaths, pipelining, virtual memory, caches, floating point

Academic Intern - Data Structures and Algorithms

Berkeley, CA

CS61b Course Staff

June 2018 – August 2018

• Lab assistant, helped students understand sorting algorithms and various data structures (hash

Projects

Bear Maps – CS61b Project

• Java mapping application of Berkeley using A* to find shortest routes

Labyrinth Game – CS61b Project

 Interactive game with randomly generated floors with randomly placed keys and an exit World Gen – Soda Hacks project

• Interactive 2D game where player action affects the environment

Skills

Programming Languages: • Python • Java • C • RISC-V • Scheme

Familiarity with: • SQL • HTML • CSS • JavaScript

Languages: • English • Mandarin Chinese

Relevant Coursework

Finished: (CS61a) Structure and Interpretation of Computer Programs • (CS61b) Data Structures and Algorithms • (CS61c) Machine Structures • (CS70) Discrete Math and Probability Theory • (CS170) Efficient Algorithms and Intractable Problems • (Math 53) Multivariable Calculus • (Math54) Linear Algebra • (EE16a/b) Designing Information Devices and Systems I/II • (Data8) Foundation of Data Science • (Data100) Principles and Techniques of Data Science

Current: (CS161) Computer Security • (CS188) Artificial Intelligence • (CS186) Database Systems

Honors & Awards

1st Place CS170 Code Performance Competition

May 2019

HHS Badminton Captain

Jan 2016 – May 2017

1st Place Pioneers in Engineering (PiE) High School Robotics Competition

April 2017