Max Lin

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Education

University of California, Berkeley   Berkeley, CA
B.A. Computer Science   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   Berkeley, CA
CS61c Junior Mentor   January 2019 – May 2019
- 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

<u>Finished</u>: **(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

<u>Current:</u> **(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