

Max Lin

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Education

University of California, Berkeley

Berkeley, CA

B.A. Letters and Science, Computer Science & Data Science Major

May 2021

- GPA: 3.61/4.0
- Relevant Coursework: • **(CS61a)** The Structure and Interpretation of Computer Programs • **(CS61b)** Data Structures and Algorithms • **(Math54)** Linear Algebra • **(Math 53)** Multivariable Calculus • **(EE16a)** Designing Information Devices and Systems I • **(Data8)** The Foundation of Data Science
- Currently Enrolled: • **(CS70*)** Discrete Math and Probability Theory • **(CS61c*)** Great Ideas in Computer Architecture (Machine Structures) • **(Data100*)** Principles and Techniques of Data Science

Hercules High School

Hercules, CA

High School Diploma

June 2017

- GPA unweighted: 3.72/4.0

Experience

Data Structures and Algorithms - Academic Intern

June 2018 – Aug 2018

CS61b Course Staff

Berkeley, CA

- Assisted in lab for 6 hours every week by: administrating quizzes; teaching concepts and helping students through lab work, homework, and projects. (Class covers Java, Data structures, graph and sorting algorithms)

High School Robotics - Coding Lead

Sep 2016 – May 2017

Robotics Club Member

Hercules, CA

- Primary coder for robotics competition (PiE, FIRST)
- Robots performed tasks such as picking up items, pushing buttons and balls, hold onto basket

Skills

Programming Languages: • Python • Java • C

- **Familiarity with:** • SQL • HTML • CSS • JavaScript

Tools: • IntelliJ • Pandas • Latex

Languages: English, Mandarin Chinese

Projects

World Gen – Soda Hacks project

- Interactive 2D game where player action affects the environment

Labyrinth Game – CS61b Project

- Interactive game with randomly generated floors with randomly placed keys and an exit

Minigames

- Blackjack (Python), TapBPM (Java)

Honors & Awards

HHS Badminton Captain

Jan 2016 – May 2017

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

April 2017