

# Max Lin

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## Education

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### University of California, Berkeley

Berkeley, CA

*B.A. Letters and Science, Computer Science*

May 2021

- GPA: 3.58/4.0
- Relevant Coursework: • **(CS61a)** The Structure and Interpretation of Computer Programs • **(CS61b)** Data Structures and Algorithms • **(CS61c)** Great Ideas in Computer Architecture (Machine Structures) • **(CS70)** Discrete Math and Probability Theory • **(Math 53)** Multivariable Calculus • **(Math54)** Linear Algebra • **(EE16a)** Designing Information Devices and Systems I • **(Data8)** The Foundation of Data Science • **(Data100)** Principles and Techniques of Data Science
- Currently Enrolled: • **(CS170\*)** Efficient Algorithms and Intractable Problems • **(EE16b\*)** Designing Information Devices and Systems 2

## Experience

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### CS Mentor - Great Ideas in Machine Architecture

February 2019 - Present

*CS61c Computer Science Mentor*

Berkeley, CA

- Mentoring small groups in CS61c. Holding mini-lectures, going over CSM worksheets. Class covers C basics, RISC-V, Caches, Pipelining, Datapaths, and Virtual Memory

### Academic Intern - Data Structures and Algorithms

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, holding a basket

## Skills

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**Programming Languages:** • Python • Java • C

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

**Tools:** • IntelliJ • Pandas • Latex

**Languages:** English, Mandarin Chinese

## Projects

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**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 and personal tools**

- Blackjack (Python), TapBPM (Java)

**Personal Website (WIP)**

## Honors & Awards

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HHS Badminton Captain

Jan 2016 – May 2017

1<sup>st</sup> Place Pioneers in Engineering (PiE) High School Robotics Competition

April 2017