Tony Lin

P. 646 288 6733   TonyLin3591@gmail.com   Portfolio   GitHub   LinkedIn

Skills:

Java, C++, Python, GML, HTML/HTML5, CSS, Javascript, JSX, PHP, React.JS, Angular, JQuery, Node.JS, ExpressJS, Tomcat, GitHub, VSCode, Eclipse, Agile, UX/UI Design, API, MongoDB , MySQL, MERN Stack, Heroku

Education: Queens College — Computer Science Bachelor of Arts

Experiences:

EHS Academy — Web Development Instructor – September 2021 - July 2022
- Maintained up-to-date records of assessments, attendance, planning, syllabus, and reports
- Developed technical courses, assignments, and projects for HTML, CSS, Javascript, and JQuery
- Attended curriculum planning meetings and faculty meetings for goal alignments
- Update school database structure and troubleshoot technical issues
- Implemented instructional accommodations to fit specific learners in STEM

Curious-On-Hudson — Tech and Coding Specialist – June 2021 - September 2021

- Developed technical courses, assignments, and projects for Scratch, Python, and Game Development
- Debug and troubleshoot programming issues in Python and web development
- Adapted computer science curriculum to students with varying skill levels

Coder Kids — Tutor – August 2019 - January 2021

- Instructed students in programming languages such as Scratch, Python, and Java
- Managed open house meetings and programming demonstrations for potential company clients
- Collected report feedback and performed daily equipment maintenance using HTML/Javascript
- Instructed more than 200 students from top private schools through lectures and demonstrations

Projects:

Platformer App (Java) - 2D Platformer Game replicating the Megaman X Series
- Desktop application made using OOP(Object Oriented Programming) Java Swing, JFrame and ran with Java Thread
- Audio implementation and frame-to-frame player movements set with Timer
- Used a state machine to streamline the player's movement and organize readability
- Enemy AI implemented using a randomizer and set conditions to control randomization

Book Market Web App (Java, MySQL, HTML, CSS, and PHP, Tomcat, AWS) - Bookmarket for CUNY students
- Developed with a team using SCRUM method with rotating frontend and backend responsibility
- Implemented sign-up verification through valid email via code input
- Constructed clear separation of admin and user accounts to allow different accessibility
- Backend programmed in Java OOP(Object Oriented Programming) to query information from cloud database

Original Game - (Game Maker 2) - 2D Platformer Game with Original Concept
- Dialogue and cutscene implementation with flags and sequence transition
- All objects scripted with collision detection for flat or sloped surfaces in addition to physics
- Frame-to-frame animation for objects and projectiles based on the current state
- Implementation of proper physics such as gravity and acceleration

Pokedex – (HTML , CSS , Javascript , JSX , ReactJS) - Pokedex Web App
- Utilized React's dynamic framework and hooks to change webpage based on user interaction
- Integrated Pokemon API and Axios to fetch data and update the page accordingly
- Implemented interactable components to give users more info and to load more data onto the page

Workout Planner – (MERN Stack, MongoDB, ExpressJS, ReactJS, NodeJS) - Web App for Workout Scheduling
- Backend implemented with API and routes to Mongo Database for smooth data flow
- Users can schedule or delete workouts, and the page will dynamically reflect the changes in the database
- Error catching and schema implementation, to ensure the database does not accept unintended data