Elvis Lin

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EDUCATION

University of California, Irvine   Graduation: June 2023
B.S. in Software Engineering
GPA: 3.43 | Dean's Honor List

Technical Skills

Languages: Python, Java, JavaScript, TypeScript, HTML, CSS, SCSS, SQL
Frameworks and Libraries: ReactJS, Angular, Ionic, Node.js, Express.js, JUnit
Tools: Git, npm, Firebase, Figma, Postman, MySQL

EXPERIENCE

Software Engineering Intern   June 2022 – August 2022
Optum at UnitedHealth Group

Front-End Web Developer   August 2021 – June 2022
UCI Stem Cell Research Center
- Managed the organization's three websites using HTML, CSS, and JS to maximize user acquisition and retention.
- Used SiteImprove to identify and reduce issues of quality assurance and accessibility scores by 40%.
- Designed over 50 public-facing graphics and images to communicate news, events, and clinical trials.

Freelance Video Editor   July 2028 – August 2020
Fiverr
- Communicated with over 70 clients to elicit requirements and specifications for video projects.
- Produced over 80 videos that averaged a 4.9-star rating.

PROJECTS

Full-Stack Software Engineer | E-commerce Web Application   March – June 2022
Mock E-commerce shopping site with admin controls
- Constructed REST API endpoints to perform CRUD operations on the store's MySQL database using Node.js, Express.js, and Sequelize (npm package).
- Implemented a responsive customer-facing UI and business-facing admin dashboard using ReactJS.

Front-End Software Engineer | Spense - HackUCI Hackathon   February 2022
Single-page expense tracker with user login functionality
- Built reusable components and a responsive user interface using ReactJS, SCSS, and Figma.
- Implemented user login and session functionality using Firebase and LocalStorage.

Front-End Software Engineer | Shopping Site with Hand-Tracking Usability   December 2021
Mock shopping site that can be navigated using hand gestures via camera.
- Developed gestural controls for my website using Handtrack.js
- Used the FakeStore REST API to populate my page with store items.
- Utilized frameworks and languages such as Angular, HTML, CSS, & TypeScript.

Front-End Software Engineer | Dogelon Much – VenusHacks Winner   April 2021
Browser game that simulates the exchange of Dogecoin.
- Created a Single Page Application frontend using ReactJS, SCSS, and Figma.
- Implemented the logic of the stock simulator game using JavaScript.
- Utilized Google Firebase to develop signup and login functionality.