MICHAEL LIN

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EMPLOYMENT

YY Inc.

Software Engineer Intern · Jul 2016 to Aug 2016 · Guangzhou, China

- Develop scripts to automate the building process.
- Work with MongoDB and C++ for the backend at Jiaoyou project.
- Develop unit test cases for several modules at Jiaoyou project.
- Support QA engineers in testing and debugging new release.

PROJECTS

Unter

Oct 2016 to Nov 2016

Unter is a carpool application on Android that allows the user to select the location on the map and send out the request to look for a ride, and the driver would be able to search and accept those requests. Once the request has been established, the application will direct the driver to the location to fulfill user need. This project is a practice of Scrum process for the Introduction to Software Engineering course.

Cloudmark

Sep 2016 to Current

An online assignment grading system that provided easy access to both instructor, grader, and student. Using SailsJS at backend provide RESTful API to support the web app and the mobile application.

2048 Embedded Edition

Nov 2015 to Dec 2015

A embedded editon of one of most popular mobile game on Arduino written in C++

Autonomous ModuleBot

Apr 2014 to Sep 2015

This is an autonomous snake robot that has multiple gait implementation and a face detection feature using OpenCV. The camera feed from the robot can be viewed from a browser.

Autonomous Quadrator

Jan 2014 to Sep 2015

This quadrotor uses simultaneous localization and mapping(SLAM) to visualize it's surroundings and scans a 3D map of the environment using the Microsoft Kinect and wirelessly transmits in realtime to the base station computer for further analysis.

SKILLS

LANGUAGES: C/C++, Java, Python, HTML, JavaScript
FRAMWORKS & TOOLS: Sqlite, Android, MongoDB, NodeJS

EDUCATION

University of Alberta

BSc Honors Computer Science 2019
Online courses: Machine Learning(Current)