

PETER (JIAPING) LIN

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EDUCATION:

University of Toronto, St. George

Bachelor of Computer Engineering

Minor in Business in Engineering

Toronto, ON

2016 - Expected 2021

SKILLS:

Programming Language: C, C++, Python, Java, Verilog, Matlab, HTML, CSS, Javascript, C#, SQL

Frameworks and tools: Redux, React-Native, FPGA, NIOSII, Linux, Xcode, Unity, mongoDB, Netbeans, Eclipse

RELEVANT PROJECTS:

Multifunctional 'Uber eats' app on IOS/Android

- Built the app called By The Way which could allow users to socialize and trade any item with rewards
- Learned react-native, JavaScript and CSS to build the framework for the front-end of the app that generated our application on both iOS and Android to hasten our productivity
- Developed the backend using mongoDB Schema that increased our critical reusability for understanding
- Remodeled the new post screen containing the functionality of comments, confirmation and acceptance for the post request that enhanced user experience by producing clear screen without unnecessary button
- Formulated unit tests for certain methods and functions that gained the modular reusability for further uses

High Performance Map Application using C++

- Engineered a high-performance map application using the provided APIs and won 2nd place with prize in algorithm competition as a team of three in class
- Solved travel salesman problem among class using 2-opt, 3-opt, multi-thread, simulated annealing, greedy search
- Designed the main framework which improved the responsive time of the entire algorithm
- Implemented multi-functional search bar with fuzzy search and significantly enhanced usability
- Optimized r-trees, k-d tree and various algorithms which boosted the speed of the program

2.5D Simulation-Typed game

- Created the game called School Architect which could allow user to simulate and run their own school in game
- Learned and used Unity and C# and created games as a team and weekly host a meeting to discuss the process and new concepts for the game
- Learned to use Unity repository and cooperated with team members and understand object-oriented programming
- Implemented functions to apply calculate resources in game design and made gaming experience more realistic

RELATED EXPERIENCE:

Web Programmer – Elite Trader Club

- Work as programmer in the club for maintaining website, posting articles and helping members to learn coding skills
- Maintaining website for posting event information and articles about trading skills
- Attended the trader meetings to understanding user requirements and designed user interface for the website
- Designed the website that enhanced the informativeness for the club
- Analyzed some questions from club members that gained understanding from both coding and trading sides
- Remodeled personal trading program using VB to MATLAB that enhanced the speed of the program by 500% and boosted the performance by 500%

Software developer – U of T Application Development Association

- Worked in the tech department as core developer in the club for project development
- Performed demo of varies of projects built by the association in general meetings regularly
- Hosted interviews for new students who intend to be members of the club