

Harry Lin



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<https://github.com/Olumas>

Summary

Computer Science student with 5+ years of programming in an educational, competitive, and personal setting. Highly driven and willing to learn. Team player with strong communication skills and excellent self-motivation.

Education

University of Waterloo - Bachelor of Computer Science

September 2020 – April 2025

- President's Scholarship

Skills

Languages — C#, C++, Java, Python, Racket, Turing, HTML5, CSS

Frameworks — Monogame, .NET

Software — GitHub Desktop, Unity, Visual Studio, Eclipse, DrRacket, Notepad++

Strong interpersonal communication skills

- Two-time DECA provincialist
- Outreach director for The Mind Initiative, a non-profit organization focused on addressing youth mental health issues
- <https://themindinitiativei.wixsite.com/themindinitiative/meet-the-team>

Projects

Ice Cream Jam

- Collaboration project developed for the notGDCJam 2020 game jam
- Developed in C# with the Monogame framework
- Worked on enemy AI, asset management, animations, movement, and projectile pathing
- <https://github.com/Fungeey/IceCreamJam>

Shark Simulator

- Arcade style shark simulator developed in Turing
- Dynamic enemy AI and difficulty, object oriented programming, supports local saves
- <https://github.com/Olumas/SuperSharkSimulator>

Cookie Doh web developer

- Currently working on the website for startup company Cookie Doh
- Company supported by LaunchPad, a startup incubator