Hongda Lin

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OBJECTIVE

Seeking a full time entry level SDE position utilizing programming skills gained from projects and IT knowledge, available starting May 2023, open to relocation.

EDUCATION

The Ohio State University, Columbus, Ohio   Expected Graduation: May 2023
B.S. Computer Science and Engineering   Major GPA (4.00 scale): 3.954
Honors: Dean's List (>3.5 GPA) 7 semesters

QUALIFICATIONS

- Portfolio: https://hongdalin.me/
- Skills: Web Application Development, Mobile Application Development, Database Design, Networking, Data Visualization, Realtime Rendering, Game Development, and Virtual Reality.
- Programming Languages: Python, C#, JavaScript, TypeScript, React, Unity, Java, C, C++, D3, Android Studio, Ruby on Rails, MySQL, Playwright, Tableau, OpenGL, WebGL, Assembly, Version Control.

ENGINEERING WORK EXPERIENCE

hireEZ, Mountain View, CA   May - August, 2022
Full Stack Engineer Intern
Experience: Event Tracking System, June - August, 2022
- Built the event tracking system for BI team to analyze the user preference and activities within the site using typescript and shell scripting.
- Implemented User Session Analytics framework for BI team to study features users adopted and measure their activity rate within the site.
- Developed a complete automation testing framework for automated UI testing using Python and Playwright.

Experience: Jira Creator UI, May - June, 2022
- Developed a Jira tickets automation webapp for BI teams to automate the process of creating or duplicating multiple tickets at one go using React.
- Designed a React CheckboxTree component that utilizes backend schemas to generate ticket templates with multi-leveled parenting and indeterminate state.
- Maximized the efficiency for BI team by decreasing 40% tickets reporting time by upgrading the reporting tools from Excel to Jira, the app is currently in use.

PROJECT EXPERIENCE

Senior Capstone: Game Design and Development   January - May 2022
Project Website: https://polygamers.itch.io/karma
- Led senior capstone game development team in creating an FPS & ARPG game using Unity.
- Designated as scrum master for the team, communicated bi-weekly progress through Timebox presentation.
- Implemented original FPS system, Inventory system, Player control, Enemy AI, and Animation system.
- Awarded as "The Best Game" and "The Most Polished Game" by the capstone showcase voting.

Senior Project: Mobile Application Development   September - December 2022
Project Website: https://github.com/Hongda-OSU/CSE5236-Buckeye-Schedule
- Designed an Android application aimed at helping college students keep schedules.
- Applied MVVM design pattern, Room database, Adapter pattern for local data persistence and UI controls.
- Utilized NoSQL database like Firestore to preserve user data on cloud.
- Functionalized internal services including camera and notification service.