Hongda Lin

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OBJECTIVE

Actively seeking an internship in the tech industry starting from June 2024. Ready to apply my programming skills honed from various projects and courses. Open to relocation opportunities for the right position.

EDUCATION

The Ohio State University - Graduated: May 2023
B.S. in Computer Science and Engineering - GPA (4.00 scale): 3.827
Northwestern University - Expected: December 2024
M.S. in Computer Science

SKILLS & PORTFOLIO

- Skills: Full Stack Development, Mobile Application Development, and Game Design.
- Programming Tools: JavaScript, TypeScript, ReactJS, Redux, D3, Python, C#, ASP.NET, Unity, Java, Android Studio, Docker, Version Control Tools.
- Personal Portfolio: https://hongdalin.me/
- Study Blog: https://hongdalin.blog/

ENGINEERING WORK EXPERIENCE

Pawstopia, Remote, Beijing - May - Current, 2023
Full Stack Engineer Intern
Experience: Pawstopia, May - Current, 2023

- Engaged in the building of Pawstopia, a startup innovating in the pet social networking space.
- Contributed to the full stack development of Pawstopia using front-end tools like ReactJS and Redux, and back-end solutions such as Azure and Tencent Cloud.
- Designed features allowing pet owners to share pictures of their pets, record unique vocalizations, and establish a digital identity through paw print scanning.
- Crafted a pet-centric community inspired by WeChat Moments and Weibo Discover where pet owners can share and engage with like-minded individuals.

hireEZ, Remote, Mountain View - May - August, 2022
Full Stack Engineer Intern
Experience: Event Tracking System, June - August, 2022

- Collaborated in creating an event tracking system to empower the Business Intelligence team, providing insights into user preferences and activities on the site.
- Engineered an automatic testing framework using Playwright for UI testing, ensuring the robustness and reliability of the event tracking system.

Experience: Jira Creator, May - June, 2022

- Designed a Jira ticket automation web app to streamline the process of creating tickets for BI teams.
- Enhanced the efficiency of the BI team by reducing ticket reporting time by 40% through transitioning from Excel to Jira for reporting tools.

PROJECT EXPERIENCE

Senior Capstone: Game Design and Development - January - May 2022
Project Website: https://polygamers.itch.io/karma

- Led the senior game development capstone in creating an immersive FPS & ARPG game using Unity.
- Served as the scrum master, ensuring bi-weekly progress communication through Timebox presentations.
- Developed core game features including FPS system, Inventory system, Player control, and Enemy AI.
- Honored with the "The Best Game" and "The Most Polished Game" by the capstone showcase voting.