Joseph Lin

joseph.lin@ucla.edu • https://github.com/Joseph-Lin-163 • (626) 290-8800

Education

University of California, Los Angeles   **Expected Graduation Date: 06/2016**
Computer Science

Relevant coursework: Data Structures & Algorithms, Software Engineering, Operating Systems, Databases, Networking, Programming Languages
Current coursework: Machine Learning, Cryptography, Formal Automata, and Statistics

University of California, Berkeley: Haas School of Business   **Summer 2013**
Relevant coursework: Intro to Accounting & Finance, Marketing, Organizational Behavior

Professional Experience

Broadway Education Center   **Walnut, CA**
Head Instructor   **Summer 2014**
- Taught Unity3D, C++, and Visual Basic to students from middle school to college through the use of various projects. Created homework to aid in solidifying the concepts from class into long-term memory
- Trained other instructors on advanced topics to be presented in the summer session, particular Unity3D

Government Office of Brea   **Brea, CA**
IT Department intern, specializing in Financial Data Analyst   **Summer 2013**
- Remodeled financial worksheets, notably reducing the amount of data displayed by several factors
- Streamlined the process of inputting 47,000 unique pieces of information into Excel by distributing work and selecting key focus points, cutting the working time down to less than an hour per person (versus a week by a single person)
- Extended the current functionality of the accounting system to fit the needs of the Fire Department, which currently uses the system and highly regards the extended functionality of said system

Leadership and Honor Awards

Current Endeavors:
Game Development at UCLA   **UCLA**
President   **Ongoing**
- Created a club that focuses on game development and brings industry-related opportunities to Computer Science students
  - Rallied the support of the Chair of the CS department and various faculty in the DESMA department
  - Will teach Unity3D to Computer Science and DESMA students using experience gained over the summer
  - Will branch out to different game engines, particularly Unreal to give students a taste of industry standard
  - Ask me more if interested

Past Endeavors:
BASE Program, UC Berkeley Haas School of Business   **Berkeley, CA**
Student   **Summer 2013**
- Led and created a vision for the Engineering Department in a business simulation modeling the BP Oil Spill
  - Discovered and communicated crucial information to PR, HR, Accounting, Marketing, and Risk Management
  - Maintained the integrity of the Engineering Department while facing pressure from other departments

Model United Nations   **Diamond Bar**
Head Delegate   **2008-2012**
- Received the highest honors from UC Regents and high school conferences
- Trained the club on public speaking and tutored delegates on how to create logical arguments within mere seconds, set up agendas for club meetings, and taught delegates to create effective research papers

Skills and Interest

Technical Skills: C++, C# & Java, Ruby on Rails, Unity3D, Python, Unix, git, MySQL, Visual Basic, Modern PL
Languages: English (Native), Chinese (Fluent)
Interests: Philosophy, Current events, Marketing strategies, Economics, Research in computer science