

# Junlin Han

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## EDUCATION

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### Australian National University

Feb 2019 - Nov 2022

B.S. Advanced Computing(Honors) ANU

Canberra

- GPA : 6.25 / 7.0 (~Top 10%)
- Major in Machine Learning
- Estimated to graduate in Nov 2022.
- A list of High-level courses that will be taken in the second year
- ENGN4528 Computer Vision
- COMP3600 Algorithm
- COMP3670 Intro to Machine Learning
- ENGN8536 Advanced Topics in Mechatronics Systems

## WORK EXPERIENCE

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### Teaching Assistant

Aug 2019 - Nov 2019

- Teach COMP1100 Programming as Problem Solving in TOP education.

## PROJECTS

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### IQ-focus Game

Sep 2019 - Nov 2019

- A group assignment in COMP1110 Structured Programming, supervised by Stephen Blackburn.
- Designed a board game called IQ-focus made by the games developer SmartGames with Java and Java-fx.
- Allow users to play IQ-focus game easily on computers with multiple functions.
- Developed with test-driven development strategies.
- Contributed more than 60% of codes in a 3 persons group, including all JavaFX part and algorithm part.
- Collaborated with different background students and I led the project.
- Graded 21.5/25.

## ACTIVITIES&LEADERSHIP

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### Logic Summer School

Nov 2019 - Dec 2019

ANU

- It consists of short courses on aspects of pure and applied logic taught by experts from Australia and overseas.
- Some Phd students also participated in this school.

## SKILLS

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- **Programing Language** Proficient in Java,Matlab. Familiar with Haskell,Python,R,CSS,Html,Assembly.
- **Languages:** English (Fluent), Madarian(Native)
- **KictStart:** Round A 2020
- **LeetCode** Done more than 100 problems.