Ken Lin

929-293-6186 ▪ KenLinAHS@gmail.com ▪ LinkedIn: https://www.linkedin.com/in/ken-j-lin ▪ Website: https://k3nlin.github.io/

EDUCATION

Stony Brook University, Stony Brook, NY   **Graduated in May 2025**
Bachelor of Engineering in Computer Engineering   GPA: 3.63/4.0

PROJECTS

Smart Swim Buoy   **Sept 2024 - May 2025**
- Built a MERN-stack app supporting user authentication and workout tracking, showcasing full-stack development skills with MongoDB, Express.js, React Native, and Node.js.
- Translated Figma designs into responsive UIs using React Native and Tailwind CSS, enhancing usability and visual consistency.
- Programmed embedded systems in C++ with GPS, accelerometer, and temperature sensors to enable real-time data sync with the mobile app via Bluetooth.

Steam Game Reviews NLP   **Aug 2024 - Dec 2024**
- Developed a sentiment classifier in Python using NLP (TF-IDF, lemmatization, stop-word removal) to analyze Steam game reviews, achieving 80–90% classification accuracy on mixed-review datasets.
- Gathered and preprocessed a 10,000-review dataset via Steam API, ensuring class balance for model fairness.

Sprout Spot   **Jan 2024 - May 2024**
- Designed an Android app in Java, enabling users to manage plant care via timers, AI-based diagnosis with LLM prompting, and ChatGPT-assisted Q&A.
- Configured Firebase for authentication, real-time database syncing, and forum data storage.
- Implemented push notifications to alert users on watering schedules and forum activity, boosting engagement.

Four-Stage Pipelined Multimedia Unit   **Aug 2023 - Dec 2023**
- Constructed a 4-stage pipelined multimedia processor using VHDL, optimized for SIMD (Single Instruction, Multiple Data) computations to enhance performance through parallelism.
- Resolved pipeline hazards and implemented instruction forwarding for efficient data path control.
- Coordinated execution across pipeline stages to maintain throughput and processing speed.

WORK EXPERIENCE

New York City Department of Design and Construction - Project Management Intern | Queens, NY   **Jul 2024 - Aug 2024**
- Assisted with documenting project scopes, timelines, and budgets while maintaining consistency in project planning records.
- Audited contracts and routing sheets for compliance, improving record accuracy, and approval workflows.
- Operated PIMS/PDMS software to monitor milestones, streamline deliverables, and boost team coordination.

JAB Industries Inc - Project Management Intern | Queens, NY   **Jul 2023 - Aug 2023**
- Coordinated with engineers and contractors to align timelines, resource allocation, and budget tracking for multiple construction sites.
- Conducted site visits and performed quality checks to ensure regulatory compliance and resolve field issues in real-time.
- Organized documentation and reports, improving transparency and communication across project stakeholders.

Stony Brook University - Programming Fundamentals Teaching Assistant | Stony Brook, NY   **Jan 2023 - May 2023**
- Facilitated weekly labs for 20 students in C programming, reinforcing concepts such as bitwise operations, FSMs, and data structures.
- Guided students through debugging, logic building, and exam prep, improving overall comprehension and performance.
- Collaborated with faculty to adapt instruction to common student challenges and improve lab engagement.

SKILLS

- **Languages:** JavaScript, C/C++, Java, Python, VHDL, Embedded C
- **Frontend:** HTML, CSS, Tailwind CSS, React Native, React.js
- **Backend/DB:** Node.js, Express.js, MongoDB, Firebase, SQL
- **Tools:** Git, Figma, Photoshop, Blender, ORCAD