

# Kevin Lin

## Software Engineer

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Brooklyn, NY

[Portfolio](#) | [Linkedin](#) | [Github](#)

### SKILLS

JavaScript, React, Redux, HTML, CSS, Ruby, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, SQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, AWS S3, Java, C++, RSpec, Unity, Python

### EDUCATION

**Brooklyn College:** *Bachelor of Science in Computer Science*

**Graduated 2020**

- Relevant Coursework: Linear Algebra, Statistics, Java I & II, Algorithms, Data Structure

**App Academy:** *Full-stack web development*

**Graduated 2021**

- 1000-hour immersive software engineering intensive with <3% acceptance rate

### PROJECTS

**Diversity Inclusion** - *MongoDB, Node.js, Express, React, Redux*

*A questionnaire game for users to learn more about other team members within the company.*

- HackTO 2022 hosted by Amazon.
- Collaborated with 3 other software engineers working on back-end database structure and front-end components utilizing github for version control and agile development for 2-day turnaround.

**SLIPPER** - *MongoDB, Node.js, Express, React, Redux*

**[live](#) | [github](#)**

*A MERN stack project for users to create decks of flashcards that are shareable.*

- Collaborated with 2 other software engineers working on back-end database structure and front-end components utilizing github for version control and agile development for 10-day turnaround.
- Implemented MongoDB to easily store data created by the user's flashcards and decks.
- Created a React component for user's to comment and review other user's decks and flashcards.

**SLICKERZ** - *Ruby, Ruby on Rails, React, Redux, AWS S3*

**[live](#) | [github](#)**

*Fullstack project inspired by Flickr where users are able to upload and share photos.*

- Designed a search algorithm that allows users to find photos with specific titles by manipulating state.
- Linked Ruby on Rails with AWS S3 to allow authenticated users to store photos.
- Developed React components to allow for likes and comments, emphasizing user-to-user interaction.

**Zombie Runner** - *JavaScript, HTML5, Canvas*

**[live](#) | [github](#)**

*An interactive Javascript game based on Mario Bros. Arcade game*

- Programmed two varying control schemes to allow adaptive and accessible gameplay.
- Built dynamic zombie and item spawn, increasing speed and difficulty proportionally to game progression in order to enhance replayability and challenge.
- Incorporated intense background music and a dynamic background to create an immersive experience.

### EXPERIENCE

**Appliances Connection**, Brooklyn, NY

*Data Entry*

Sept 2017 – Feb 2020

- Tracked and fixed any data discrepancies by using standard procedures, identifying and isolating incomplete spreadsheets requiring team leader interventions and resolution.
- Reviewed, cleaned, and prepped data from clients maintaining a 98% accuracy.
- Collaborated with and garnered feedback from product managers, often brainstorming with other analysts for potential marketing and sales improvements.