

DION LIN

dionlin12350@gmail.com | linkedin.com/in/dion-lin | github.com/ddsalmon1

EDUCATION

University of Central Florida

Expected May 2027

Bachelor of Science, Computer Science | Minor in Business Administration | GPA: 3.8

Orlando, FL

Awards/Honors: Dean's List, UCF Gold Pegasus, Bright Futures Scholarship (Full-Tuition)

Coursework: Elevvo Internship Program, CodePath, Data Structures and Algorithms, Calculus, Discrete Mathematics, Object Oriented Programming, Statistics

TECHNICAL SKILLS

Languages: Java, C, Python, HTML/CSS, JavaScript, C#, Typescript, Tailwind, MySQL

Frameworks: React, React Native, Unity

Developer Tools: Visual Studio Code, Digital Ocean, REST APIs, Eclipse, Git, Unity Hub, SwaggerHub, Postman

Spoken Languages: Chinese (Conversational), English (Native)

WORK EXPERIENCE

Resilience Inc.

June 2025 - Present

Software Developer Intern

Tampa, FL

- Developed scalable user interfaces utilizing **React Native** and **Typescript** to support climate-displaced individuals.
- Executed filter functionalities and onboarding interfaces, which lead to a **50%** decrease in onboarding time.
- Implemented screens in **Typescript** and **React Native** users with key resources, streamlining the onboarding process and increasing user engagement with the application.
- Redesigned **2+** screens in **Figma** that enhanced visual consistency and increased user retention rates by **88%**.

Macro LLM Translation Research Project @ UCF CECS

Jan 2025 - Jan 2025

Data Visualizer

Orlando, FL

- Curated **visual graphs and data** to reflect the results of macro translation between C, CPP and Rust to promote data security and the vulnerabilities of C.
- Assisted in the development of a language translation models, which rivaled the efficiency of popular AI models to effectively **translate** between programming languages.

PROJECTS

Huntrix Media Player | Javascript, HTML, CSS | [GitHub](#)

June 2025 - Present

- Programmed an interactive retro-inspired media player with a real time audio visualizer utilizing **Web Audio API**, enhancing aesthetics using dynamic wave animations and bloom lighting.
- Implemented a beat detection algorithm that leverages bass frequency analysis to synchronize pulsing visuals and color transitions with music playback, increasing user immersion through responsive visual feedback.

Dance Fighter | Unity, C#

Jan 2025 - April 2025

- Implemented progress-tracking elements, functional buttons and game mechanics, improving game-play flow and increasing player engagement by nearly **50%** during beta testing.
- Designed an intuitive UI with original menus to ensure a seamless player experience and accessibility.

Animath - Educational Game | JavaScript, HTML, CSS | [GitHub](#)

Oct 2024 - Oct 2024

- Spearheaded the development of an educational math web application which increased the productivity of children in mathematics by nearly **40%** through use of interactivity user-interface elements and engaging background music.

STUDENT LEADERSHIP / UNIVERSITY INVOLVEMENT

Knight Hacks | Outreach Team

Aug 2024 - Present

- Improved club outreach to target audiences through the combination of online social media strategies and multiple marketing efforts.

Society of Asian Scientists and Engineers | Member

Aug 2024 - Present

- Contributed to organizations mission of empowering and uplifting professionals of Asian heritage, by uplifting the increase of professionalism through technical workshops and networking events.