

LINDA XIE

lilyessence.github.io

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Objective	Seeking summer 2016 internship in the computer engineering field. Willing to relocate.
Education	Bachelor of Science, Electrical and Computer Engineering, May 2017 Software Development Core, Textiles and Apparel Academic Enrichment The University of Texas at Austin, GPA: 3.4825/4.0
Relevant Courses	Engineering Communication, Introduction to Programming (Assembly, Binary), Software Design and Implementation (C), Software II (Java), Foundations of Accounting, Discrete Mathematics
Professional Experience	
June 2014 – August 2014	Velocity Analysis Intern, TGS-NOPEC Geophysical Company <ul style="list-style-type: none">○ Analyzed trends in seismic wave data to procure clearer image of underground formations using TGS PRIMA® and Linux environment○ Gave feedback to R&D on hotkeys and mouse efficiency; implemented in PRIMA® test model
March 2013 – present	Head of Production and Sales, Starmine Handmade <ul style="list-style-type: none">○ Gained small business experience organizing novelty crafts stand that vends at conventions○ Handle money, legal forms, reservation dates, and taxes using Microsoft Excel, Paypal, Splitwise○ Monitor online marketing and update website/image design using Adobe Photoshop, image editing, photography, Storenvy and Etsy○ Average sales of \$1,000-\$1,500 per weekend depending on size of convention, 2-4 conventions per year with active online ecommerce website
Projects	
November 2015	Clover Voice at the 2015 Clover Invitational – voice driven fast food ordering kiosk iOS application programed in 16 hours. The user can add and remove items in a natural language and see the current order and running price total. Second place recognition. Exposed to XCode, MacOS, iOS, Swift, Wit.ai API, Clover API
September 2015	lace-wish.com at HackTX 2015 – website to connect Japanese street fashionistas with their dream dresses prototyped at 24 hour UT Austin hackathon. Exposed to Ruby on Rails, Heroku
April 2015 – present	lilyessence.github.io, Personal Website – created website to display school and personal projects after studying CodeAcademy tutorials. Exposed to HTML5, CSS, Javascript, Brackets
Spring 2014	Space Invaders: Pokemon Edition for EE319K "Introduction to Embedded Systems" – Interactive game created on EK-TM4C123GXL microcontroller in ARM assembly and C language. Used Keil uVision as software development platform and PCBArtist to draw and plan circuits
Fall 2013	Line-Following Robot Car for EE302 "Introduction to Electrical" – Assembled and programmed a small treaded car that can follow a dark line. Ran on two NI myDAQs and coded in LabView
Volunteering	
March 2014, March 2015	Science Olympiad, Flying Events Proctor and Gym Supervisor, Alumni Association <ul style="list-style-type: none">○ Supervised gymnasium and scored indoor, flying events of yearly, official, Regional tournament
Skills	<ul style="list-style-type: none">○ Competent programing languages: Java, Python, C, C++○ Exposure to HTML5, CSS, Javascript, Swift, Ruby on Rails, MySQL○ Proficient with Eclipse; Introductory skills with Linux, Github○ Extensive fine arts background, enjoys photo editing, image creation, textile apparel design○ Digital Art Proficiencies: Adobe Photoshops CS; Familiar: Illustrator, InDesign, PaintTool SAI○ Conversational Chinese and Spanish language skills
Accomplishments	<ul style="list-style-type: none">○ Eight Top-Ten Placements at National Science Olympiad Tournaments (2010-2012)○ Engineering Honors Scholarship (2013)