

LINDA XIE

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Objective Seeking summer 2016 internship in the computer engineering field. Willing to relocate.
Available from June 24th, 2016 until August 24th, 2016

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: 3.47/4.0

Relevant Courses Engineering Communication, Introduction to Programming (Assembly, Binary), Software Design and Implementation (C), Software II (Java), Foundations of Accounting, Discrete Mathematics

Professional Experience

- December 2015 - present **Overnight Baker, Kroger**
- Prepare, bake, slice, bag, label, and display breads and pastries for next morning sale
 - Scan, count, and markdown breads close to sale-by date
- June 2014 – August 2014 **Velocity Analysis Intern, TGS-NOPEC Geophysical Company**
- 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**
- Gained small business experience organizing novelty crafts stand that vends at conventions
 - Attended 2-4 conventions per year with active online ecommerce website Handle money, legal forms, reservation dates, and taxes using Microsoft Excel, Paypal, Splitwise
 - Monitored online marketing and update website/image design using Adobe Photoshop, image editing, photography, Storenvy and Etsy
 - Average sales of \$1,000-\$1,500 per convention depending on convention size
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Projects

- November 2015 **Clover Voice at the 2015 Clover Invitational** – Prototyped a voice driven fast food ordering kiosk iOS application programed in 16 hours. Add/Remove items in a natural language, see the current order and running price total. Exposed to XCode, MacOS, iOS, Swift, Wit.ai API, Clover API
- 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
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Skills

- Competent programing languages: Java, Python, C, C++
 - Exposure to HTML5, CSS, Javascript, Swift, 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
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Accomplishments

- Clover Voice, second place recognition at Clover Invitational (2016)
 - Engineering Honors Scholarship (2013)
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Volunteering

- March 2014, March 2015 **Science Olympiad, Flying Events Proctor and Gym Supervisor, Alumni Association**
- Supervised gymnasium and scored indoor, flying events of yearly, official, Regional tournament