YU-TING (NICK) LIN

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EDUCATION

University of Illinois Urbana-Champaign (UIUC)   Illinois, USA
Master of Computer Science   2024/05-Expected 2025/12

Oita University   Oita, Japan
B.Eng. in Architecture and Mechatronics   2016/04-2020/03
Completed JABEE accredited engineering program with dual 3.5-year Academic Excellence Scholarships

CS-Related GPA: 3.94/4.0 (Achieved a top score of 99% in the OOP class)
Courses: Object-oriented Programming, Algorithms, Data Structure, Database Systems, Computer Graphics, Cloud Computing, Software Engineering, etc.

SELECTED PROJECTS

Cloud Computing Applications (AWS)   2025/01-2025/05
- **Dynamic AWS Infrastructure (Load Balancer, Auto Scaling, Security Group):** Designed and deployed a scalable AWS architecture to dynamically handle traffic with secure and efficient resource allocation
- **Real-Time Stock Data Streaming Platform (Flink, Kinesis):** Built and deployed a scalable real-time analytics pipeline to detect stock anomalies and compute indicators with PyFlink and Flink SQL

Academic Research Explorer – Team Project (MySQL, MongoDB, Neo4j, RESTful APIs)   2025/01-2025/05
- Led system architecture design for an interactive academic search platform
- Optimized querying performance using aggregation pipelines, graph indexes, and composite primary keys

Weather Mobile App – Team Project (Android Studio - Java)   2024/09-2024/12
- Developed a weather app, allowing users to login, customize themes, and view city-specific weather data
- Integrated Google Maps API and Gemini LLM model to provide an interactive map and automated responses
- Wrote instrumented tests to ensure proper UI functionality and used LLMs to generate unit tests

Interactive Computer Graphics (Python, JavaScript, WebGL)   2024/09-2024/11
- **Rasterizer:** Developed a rasterization pipeline using the DDA algorithm to render PNG images from text file data
- **3D terrain generator:** Implemented a CPU-GPU pipeline and developed a 3D landscape generator with Blinn-Phong shading, interactive "drive" and "fly" modes, and user-controlled erosion effects
- **3D model renderer**: Implemented texture mapping to project user-provided images onto any 3D models

To-Do List Web App (React.js + Express.js)   2024/01-2024/04
- Developed a responsive To-Do List web app, implementing RESTful APIs, automated builds, and deployment

PROFESSIONAL EXPERIENCE

International Integrated Systems, Inc. (IISI)   Taipei, Taiwan
Software Engineer (Full-Stack)   2024/06-2024/08
- Developed a monitoring system to enable real-time data refresh for 180+ servers
- Developed the user login service and interface for the Civil Aviation Administration's internal system
- Developed the responsive web design (RWD) for the Civil Aeronautics Administration's new official website

SKILLS AND LANGUAGES

Programming: HTML, CSS, JavaScript, React.js, C++, Python, Git, Java(Basic)
Tools: MacOS, MySQL, MongoDB, Linux, Docker, Android Studio
Languages: Mandarin (Native), English (Intermediate / TOEFL 102), Japanese (Fluent / JLPT N1)