

James Lin

Software Engineer

james97lin@gmail.com - (510) 585 5617

Github - <https://github.com/neverblade>

LinkedIn - <https://www.linkedin.com/in/james97lin>

Summary

- UC Berkeley graduate student
- **Focuses:** VR/AR technologies, game development, education

Experience

STUDENT INSTRUCTOR

May 2017 – present

University of California – Berkeley

- Led an initiative to design, develop and teach a student run course on virtual reality and Unity development for other students at Berkeley.
- Course Site: <https://vr.berkeley.edu/decal/>

SOFTWARE ENGINEER INTERN

May 2018 – Aug 2018

Palantir Technologies

- Worked on Palantir's infrastructure and continuous deployment team.

AI SOFTWARE ENGINEER INTERN

May 2017 – Aug 2017

Infinity Ward

- Designed, implemented, and polished AI / gameplay for the final boss fight in Call of Duty: Infinite Warfare DLC4 (The Beast From Beyond).
- Gameplay Video: <https://youtu.be/eBDUbGkpoks>

PROJECT LEAD

Sept. 2015 – May 2017

Virtual Reality @ Berkeley

- Led teams in building immersive experiences for virtual reality systems.

Education

UNIVERSITY OF CALIFORNIA – BERKELEY

2018 –present

Electrical Engineering and Computer Science M.S.

UNIVERSITY OF CALIFORNIA – BERKELEY

2015 – 2018

Computer Science B.A. (GPA: 3.97)

Projects

- **VR Halloween** – 5-10 minute horror experiences for VR
- **Virtual Campanile** – playable recreation of Berkeley's carillon in VR
 - Promo Video: https://youtu.be/gUPY_vwpJaQ
- **ISAACS** – Immersive Semi-Autonomous Aerial Command System
 - Site: <https://ptolemy.berkeley.edu/projects/isaacs/>
- **VR DeCal** – labs, homeworks, and lecture material for the VR DeCal course
- **Window** – integration framework for connecting VR & AR experiences