Ruei-Min (Ray) Lin

raylin@cmu.edu

230 North Craig Street, Apt 507 Pittsburgh, PA 15213
412.708.0781 (Cell)

OBJECTIVE

To obtain a summer internship utilizing my skills and extensive previous experience in information networking and computer systems into industry application and technology development

EDUCATION

CARNEGIE MELLON UNIVERSITY (CMU), Pittsburgh, PA — Dec 2015
Master Degree of Information Networking
Core Course List: Cloud Computing
Packet Switching and Computer Networks
Fundamentals of Embedded Systems

NATIONAL TAIWAN UNIVERSITY (NTU), Taipei, Taiwan
Master of Science in Electrical Engineering — GPA 3.9 — Jun 2006
Bachelor of Science in Electrical Engineering — GPA 3.5 — Jun 2004

SKILL

Programming Languages: Proficient: C++/C; Intermediate: Java, python
Operating System: Windows, Linux

WORK EXPERIENCE

ASUSTEK COMPUTER INC., Taipei, Taiwan
***Senior Manager*, Software Department** — Jul 2013 – May 2014

- Designed and developed software programs that control the hardware system for PC motherboards, with 40% market share worldwide
- Originated Digital Living Network Alliance (DLNA) project to enhance next generation product – ASUS Home Cloud, building a Digital Media Server (DMS) capable of streaming and transcoding in real time

***Senior Software Engineer*, Software Department** — Mar 2012 – Jul 2013

- Refactored and improved the source code in AI Suite 2 project providing access to the vast majority of monitoring and control utilities on motherboards to meaningfully reduce compile time to 30%, leading to better team performance
- Introduced new technical skillsets such as design patterns and test-driven development by initiating internal trainings to enhance the effectiveness of multiple projects
- Facilitated OpenGL for 3D animation effect to improve user experience, built up value-added software on signature products for ASUSTeK

ACADEMIA SINICA, Taipei, Taiwan
***Research Assistant*, Institute of Information** — Feb 2009 – Aug 2011

- Designed and developed a reliable and ordered transport protocol to improve user experiences by reducing end to end packet delay, applying to an online game named Bright Shadow with over 35,000 registered players by collaborating with the top gaming company in Taiwan, Gamania Digital Entertainment
- Deployed network experiments around the world, contributing a new mechanism to detect proxies on servers with Area Under Curve (AUC) greater than 0.92
- Analyzed and processed packet flow data collected from online games, suggesting effective ways to detect game bots with 90%+ accuracy

HON HAI (FOXCONN) PRECISION CO., LTD., Shenzhen, China
***BIOS Engineer*, Software Department** — Jul 2007 – Feb 2009

- Developed Basic Input Output System (BIOS) for branded PC and notebook makers with predominant market share

PUBLICATION

R. Lin, H. Ho, and K. Chen, "Bot Detection in Rhythm Games: A Physiological Approach," Proceedings of ACM SIGCHI ACE 2011, Nov 2011
R. Lin, Y. Chou, and K. Chen, "Stepping Stone Detection at the Server Side," IEEE SCNC 2011 (in conjunction with IEEE INFOCOM 2011), April 2011